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SEGA pro

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DECEMBER 1991
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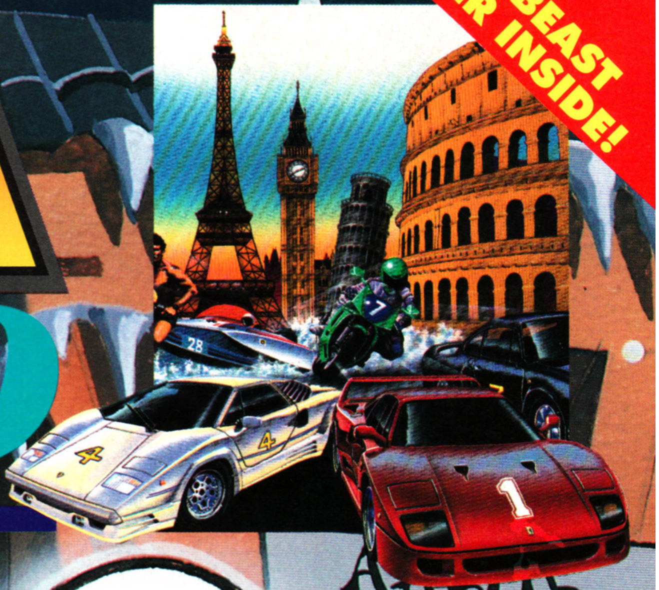
ISSUE TWO



OUT RUN EUROPA

Fastest ever tarmac thrasher reviewed. It'll knock you over!

MEGA DRIVE

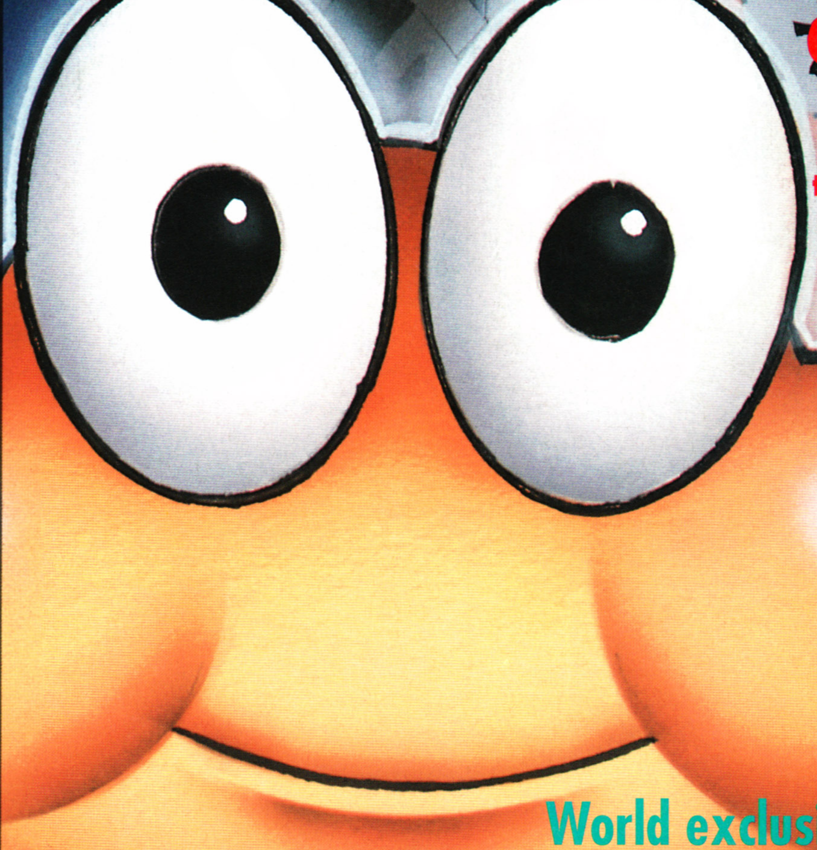
- Scoop review of Devil Crash
- John Madden '92 exposed
- First review of Arcus Odyssey

MASTER SYSTEM

- Xenon II and BTTF II tipped
- Sonic the Hedgehog – exclusive!
- US Gold's heroes lanced

GAME GEAR

- Leaderboard versus Super Golf
- The accessories arrive!
- Mickey Mouse – full solution



ACTION
SEGA
Master System
SONIC
THE HEDGEHOG

World exclusive review!

JAMES POND II
CODENAME ROBOCOD

Paragon Publishing Ltd
9 770964 264008 12

MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!

ARE YOU ABOUT TO LET THESE MEGA TITLES GET THE UPPER HAND...?

MEGA DRIVE
JOHN MADDEN FOOTBALL
F22 INTERCEPTOR
SHADOW OF THE BEAST
BY PSYGNOSIS
FATAL REWIND
BY PSYGNOSIS
JAMES POND II
CODENAME: ROBOCOD
WILL HARVEY PRESENTS
THE Immortal
MARBLE MADNESS

THE UPPER ELBOW, THE UPPER ARM...?

You used to be so cool calm and collected, few games were ever going to get the better of you.

Then along comes this bunch.

One sure-fire way of losing that cool, if not your marbles, "Marble Madness ™" is a crazy roller-coaster arcade challenge. Helter-skelter down 6 stages, with 8 difficulty levels and steadily make your way to complete insanity.

"The Immortal ™" a macarbre 3D descent through 50 dungeon chambers in search of your old master Mordimar. Each level will prove to be more puzzling and more gruesome than the last. Your only chance is to fight fire with fire, slime with slime and slice, behead, electrocute or spike anyone or anything that stands in your way.

"John Madden's Football '92" is tough. Very tough. The update on all-time best selling football title, is now even more crunchingly realistic. It features more game-plays, more teams, instant replays, improved animation, a new TV-like perception and the opportunity to knock quarter-backs into the middle of next season.

"F-22 Interceptor ™" is the first true 3D combat flight-sim title technical break-through for MegaDrive. Piloting the Lockhead F-22 Advanced Tactical Fighter, it's so up-to-the-minute, you'll even find yourself flying into the red-hot Iraqi war-zones.

In "James Pond II ™ Codename: Robocod ™", the amazing aquatic agent is back to reduce his enemies to underwater weeds. Only now, able to operate on land as well as in water, he's out to save 9 different arctic toy factories, equipped with all the latest gadgetry including a flying bathtub.

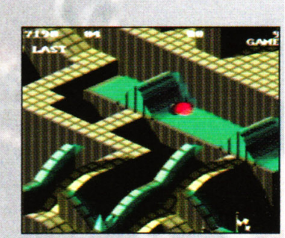
"Fatal Rewind ™" from Psygnosis is a Game Show with a difference. The first prize is your life. It's a battle against the clock, blasting, leaping and clawing your way out of 16 Pits of Death, while keeping an eye on the ever-rising tide of Deadly Life Liquid.

Also from Psygnosis "Shadow of the Beast ™" pitches you against a monster with a few scores of his own to settle. He controls no fewer than 132 different sadistic associates, all of whom you must cojole, fool, fight and destroy, to gain access to the enemy camp.

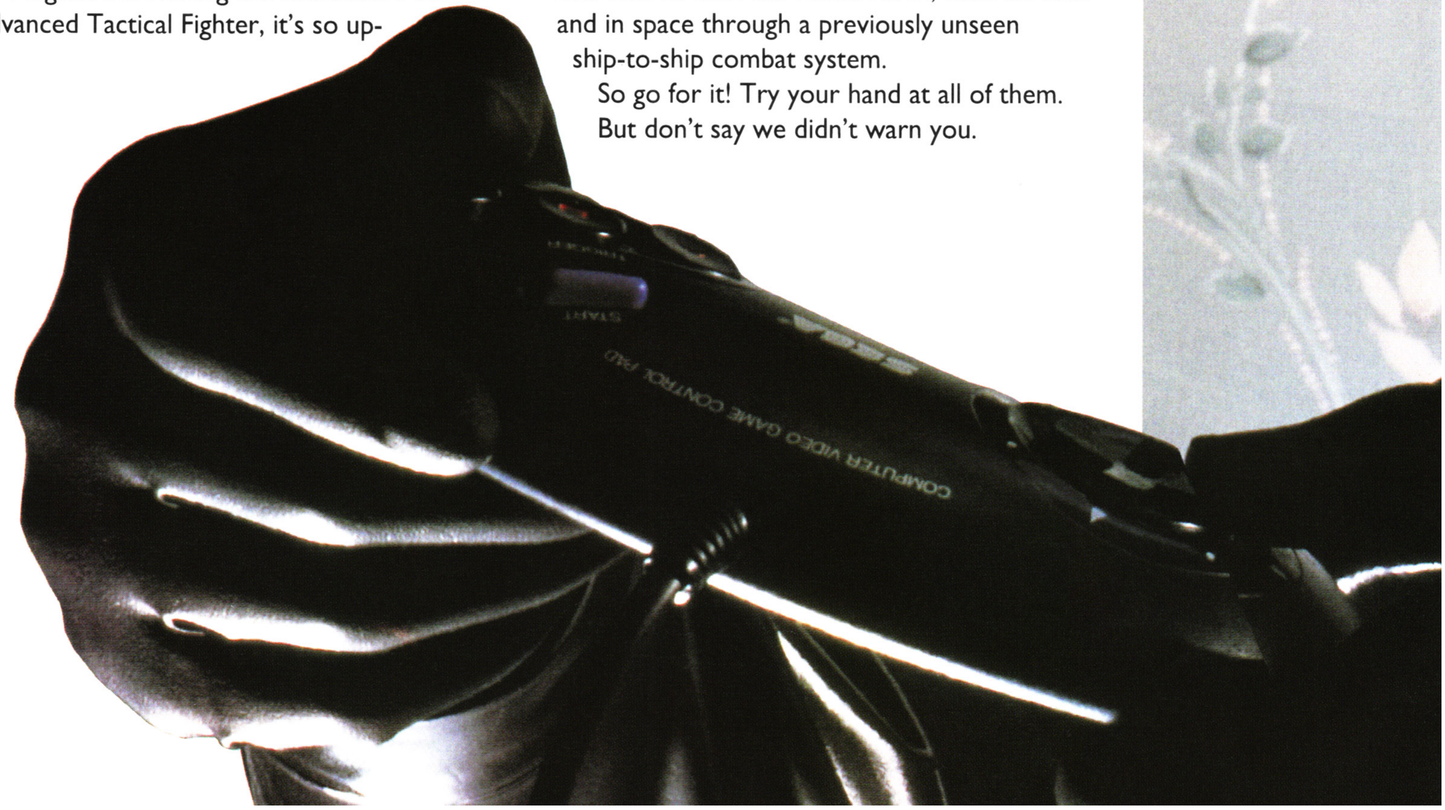
Finally, "Buck Rogers ™. The 25th Century. Countdown to Doomsday" is your chance to lead a ramshackle crew of delinquents against the combined might of the Russo-American Mercantile. Your mission of course, is nothing less than to save the Planet Earth, both on land and in space through a previously unseen ship-to-ship combat system.

So go for it! Try your hand at all of them.

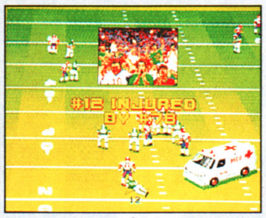
But don't say we didn't warn you.


Marble Madness

James Pond II



The Immortal


John Madden's Football '92

F-22 Interceptor

Fatal Rewind

Shadow of the Beast

Buck Rogers.

SEGA
MEGA DRIVE
ELECTRONIC ARTS™

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SEGA pro

DECEMBER 1991

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SPECIAL THANKS TO
Jonathan for leaving his farceful marketing plans around. Have a dingbat on us: ✌

DINGBATS MESSAGE
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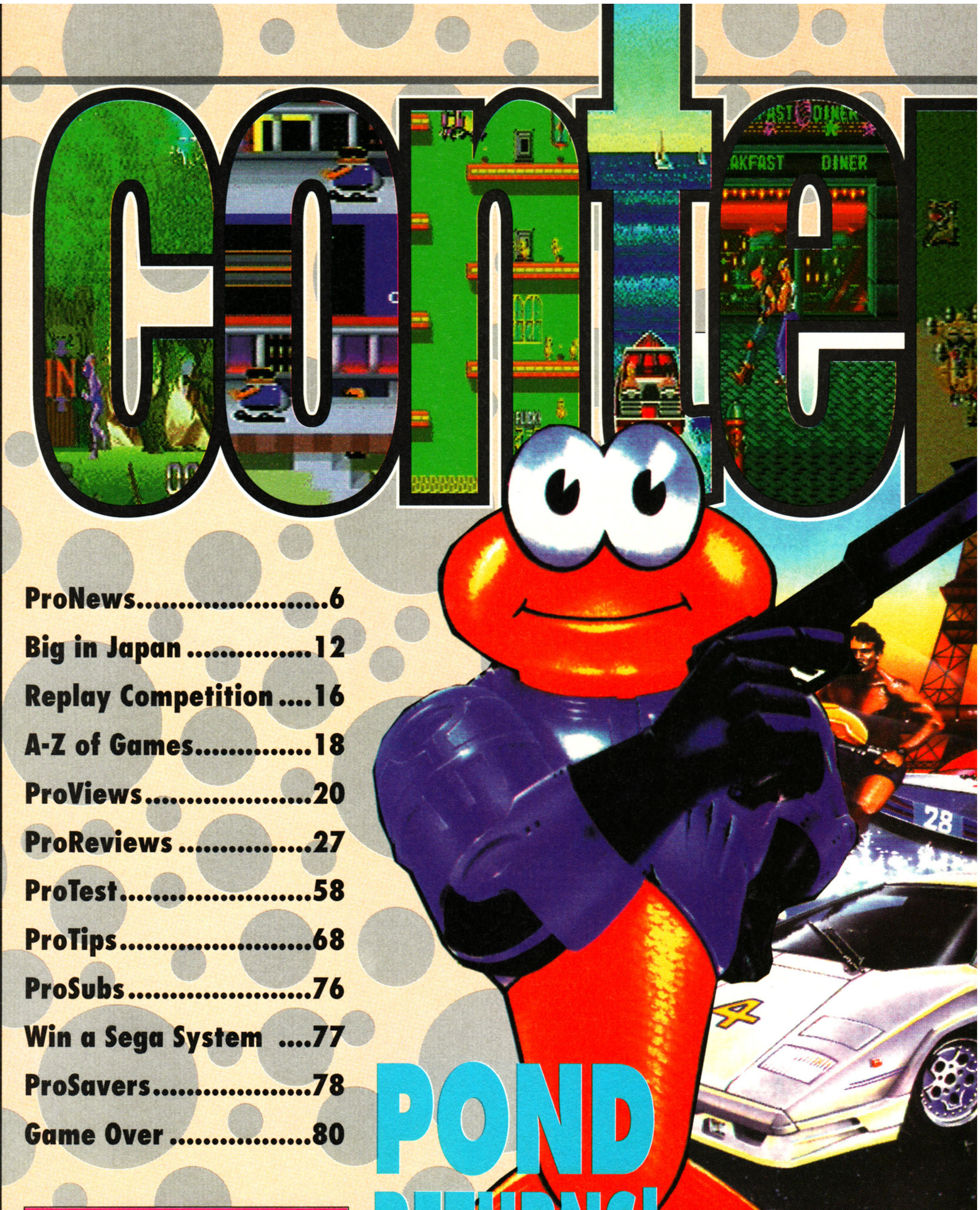
(C) 1991 Paragon Publishing Ltd.
You just wouldn't believe the amount of time and effort that went into this packed issue. If you'd like to rip it off, please contact us first or expect the wrath of Sylvester and his mate Mackett upon you before you can Roger a Ringhole.

Competition rules: Yeah, well, six lines to fill and nothing to say. You know the story, we say who wins and who loses and you get all the prizes (honest!). Winners will be printed (hopefully) two issues after the compo.

Exit: A Mexican woman walked into Tesco's and saw two nuns wrestling in a mountain of baked bean tins. She looked at the cashier and said...
Another cart up for grabs again after last month's amazing response. (See page 58.)



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SENSATIONAL SEGA GIVEAWAY!
LOADS OF SEGA HARDWARE UP FOR GRABS. TURN TO PAGE 77 NOW.

OUT RUN EUROPA

The Master System gets into gear and speeds into Europe

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tmas for us all

Turn to page 18 fast for part two of the sensational Sega software showdown – the most comprehensive collection of reviews and pictures for every Mega Drive, Master System and Game Gear game ever released.

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Putt this in your gear and play it

SONIC 56
SEGAPRO world exclusive review!

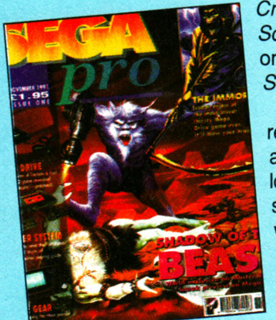
HALLEY WARS ...59
Best ever GG shoot-'em-up?

DEVIL CRASH...60
Greatest pinball game ever

WE'RE BACK!

Everyone working on SegaPro has, as they say, been around a bit. But even we were truly amazed by the phenomenal response to the first issue. The postbag is literally overflowing with letters. In fact, due to the massive response, we're having to take on extra staff and move into new offices to cope! But that's not all, from first sales estimates, SegaPro is selling around twice the number of copies as any other Sega magazine on the market. A big thanks to you all from the SegaPro team.

But we're not satisfied! As we hope this issue shows, the Sega world is moving at a tremendous rate. But, unlike certain *mean*ingless, under-*power*ed magazines who haven't the *force* to cope, we are valiantly trying to keep up with it. In a desperate attempt to beat last issue's exclusives-packed ProReviews section, we've laid our hands on the *James Pond II, Arcus Odyssey, Mercs, Pac-Mania, DecapAttack, Kabuki Soldier* and *Devil Crash* on the Mega Drive; *Out Run Europa, Sonic the Hedgehog* and *Back to the Future II* on the Master System; and *Leader Board* and *Super Golf* on the Game Gear.



This month, we've also got an exclusive review of the brilliant Action Replay cart plus a great comp, expanded Japanese ProNews, loadsa ProTips, and the *Fantasia* completion screen. If you think this line up is impressive, wait for the bumper Christmas issue with a spectacular cover gift next month.

Space is at a premium so read on and enjoy, fellow Pros.

Dom Handy

THOSE IN THE KNOW PLUG INTO SEGAPRO!

THE SEGAPRO CREW

Damian Butt

Fave games: *Raiden Trad* (MD), *Arcus Odyssey* (MD), *Out Run Europa* (MS)
Dynamic Damian is what you would call a panelologist, that is he collects comics. He currently has around 500 comics. The most valuable one is a first print, signed copy of Dark Knight Returns, which is worth around £200. (He also collects purple marks on his neck, but the less said about that the better.)
Fave office CDs: Heaven on Earth (Belinda Carlisle), 1234 (Propaganda)

Les Ellis

Fave games: *F-22* (MD), *James Pond II* (MD), *Super Golf* (GG)
Freaky Les is proud of his very extensive assemblage of paranormal paraphernalia. He currently has a ouija board, millions of tarot cards, rune stones and lots of other weird stuff. He's not quite sure what else there is because it's always mysteriously disappearing. Les is currently looking for a Paul Daniels magic wand.
Fave office CDs: Five Man Acoustic Jam (Tesla), Randy Rhoads Tribute (Ozzy Osbourne)

Dominic Handy

Fave games: *Arcus Odyssey* (MD), *EA Hockey* (MD), *Xenon II* (MS)
A measly collection if ever there was one. Dom vainly tried to start a collection of videos last month (machines not tapes), but hasn't had much luck in getting them to work. After 72 mangled tapes, Dom has decided to change his collecting habits to Scart plugs – a much more interesting obsession.
Fave office CDs: Mothers Heaven (Texas), The Doors (The Doors)

Richard Monteiro

Fave games: *Devil Crash* (MD), *James Pond* II (MD), *WC Leader Board* (GG)
Our Rich is a real terrapin buff. Because his particular breed are meat eaters, he uses around 200 of them to protect his ranch in Portugal. They consist of around ten different breeds, ranging from the meek pond turtle to the vicious box turtle. Rich's oldest terrapin (at 625 years) once ate a dog.
Fave office CDs: The Ultimate Collection (Marc Bolan and T-Rex), Sugar Tax (OMD)

Andrew Smales

Fave games: *Out Run Europa* (MS), *Super Monaco GP* (GG), *Road Rash* (MD)
Without trying too hard, Andy has acquired quite a collection of penalty points for driving. So far, Speedy Smales has limited his collection to the popular speeding variety, although whether he wants to expand into other areas is still unclear. Andy's next collection will probably be brake blocks for mountain bikes.
Fave office CDs: Drive (The Cars), Can't Stand Losing You (The Police)

Di Tavener

Fave games: *Space Invaders '90* (MD), *Pengo* (GG), *Pac-Mania* (MS)
She's searched the garages of the UK high and low, far and wide, but none of them can match the superb Options tokens as found in BP garages. Mostly, Di exchanges her collection for the desirable glasses (as seen in your aunty's cupboard), but unfortunately she sometimes forgets to cash them in before the offer's ended...
Fave office CDs: So (Peter Gabriel), Memorabilia (Marc "Newsfield boy" Almond)

XE-8
Honey Bee

One of the funkiest looking joysticks just released for the Mega Drive is the XE-8, otherwise known as the Family Joystick. It has a normal knob on one side and the buttons on the other. However, the buttons are situated on a circular base that can be rotated though 270°. The autofire is adjustable and the slow motion allows you to really analyse those alien waves. It's all of a very solid construction which justifies the £20 asking price. Details from ACE (Advanced Console Entertainment) on (071) 383 0480.

ACCESSORIES ARRIVE AT LAST

Sega Europe have announced that the Game Gear accessories are finally on their way. The various units have been available through the grey importers for a few months now – but only in dribs and drabs. The official releases mean that you will now be able to get the TV tuner, link-up cable, car adaptor and battery pack at your local retailer.

The Sega Battery Pack – together with the other GG accessories– is now available officially in the UK.

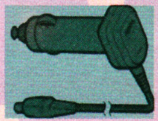
The one that everyone's been waiting for is undoubtedly the TV Tuner. The official one should look just like the overseas versions. The important difference is that the official tuner is PAL-compatible for use in the UK. The NTSC version only displays an offset black and white picture and you don't get sound. The unit comes with its own aerial and mains adaptor (which you really need!). You just plug it in the cart port and away you go. The RRP is a whopping £74.99, which is, of course, more expensive than a dedicated hand-held TV.

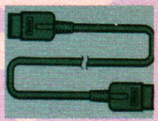
Next in line comes the Gear-to-Gear cable, which allows two people to connect up their Game Gears for simultaneous two-player action. As any Lynx owner will tell you, this increases the fun no-end. Games already compatible with it include *Columns, Pac-Man* and *Woody Pop*. And remember, you need two copies of the game to link up. The cable retails for £15 on import or you can pick it up officially for just £4.99!

Another handy little device is the Car Adaptor. This allows you to power your Game Gear from a car lighter socket. No more wasting batteries playing on your Gear in the back of your old man's car, just plug this in and away you go. Who knows, it may even help him to give up smoking as well. Start looking for the official device in December at around £17.99. It's out through grey importers now for £25.

The final addition to our round-up of Game Gear accessories is the Battery Pack. Plug this little baby into the mains to charge it up and then connect it to your Game Gear for many hours of batteryless gameplaying. It clips onto your belt and its sleek design looks well trendy. The unit lasts a lot longer than batteries and will definitely save you money in the long run. The Battery Pack is available now through grey importers at £39.99, but when it gets officially released in December it will cost just £29.99!

Our special thanks this month go to ACE (Advanced Console Entertainment) for the loan of the Game Gear accessories. You can phone them on (071) 3830480.





We're only joking about the collections.

UBI

SOFTEN UP SEGA

Now here's a strange state of affairs. Ubi Soft, the French software house previously responsible for computer games like *Pro Tennis Tour* and *Unreal*, are planning on getting into the Sega market.

However, they don't actually have any games at the moment so instead of waiting till next year when their games are finished, Ubi Soft are importing games from Japan to sell direct into the high street. Ubi Soft have signed a deal with top Jap software houses Micronet and Wolf Team to bring the likes of *Dinoland* and *Heavy Nova* to every major retailer. Both companies have been churning out superb products for ages, but Sega Europe seem to have ignored them so it's great to see Ubi Soft giving them a chance.

If all things go according to plan, you should find these games near you soon: *Raiden Trad, Arcus Odyssey, Dinoland, Junction* (Game Gear), *Vapor Trail, Master of Monsters* and *El Viento.* For the future you can look forward to *Earnest Evans, Traysia, Syd of Valis* and *Sol Feace.* After those, Ubi Soft should have their in-house developments ready for release. All games are Mega Drive unless stated.

You can contact Ubi Soft in the UK at Saddlers House, 100 Reading Road, Yateley, Camberley, Surrey GU17 7RX. Tel: (0252) 860299.

GENESIS
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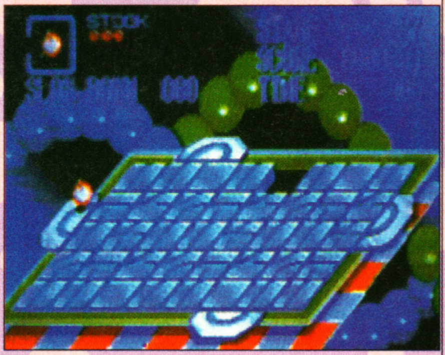
VALIS III
RENOVATION

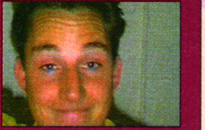


Junction (above) for the Game Gear is one of the many Micronet games that will find its way into the UK – and indeed most of Europe – thanks to Ubi Soft.

WHO ARE...?

TV Games

11 Castle Parade, Ewell by-pass, Ewell, Surrey KT17 2PR. ✆ (081) 7867816



Jason Henton (above) and Mr X of TV Games: the Laurel and Hardy of Ewell by-pass.

Mail order founded: September 1990
Shop opened: November 1990
Stock: Mega Drive, Master System, Game Gear, Neo•Geo, NES, Game Boy, Atari Lynx
Main guys: Jason Henton, Mr X
Fave games: Jason – Road Rash, EA Hockey, Shinobi (GG), California Games (MS), Alex Kidd in Shinobi World (MS)
Mr X – Flicky (MD), Columns (GG), Zoom! (MD), Shanghai (MS)
FYI: all console accessories, magazines (including SegaPro of course) and books, carry cases, Sega shoelaces (!), joysticks/joypads, Amiga and PC software, and much more
Comments: Jason: "We are the only shop in the UK where we allow you to try any game on any system, so when you leave our shop you know you've got what you want. And if you haven't, you must be a plonker. Having virtually every Sega title ever released in stock means we can cater for all tastes far better than most."

T.V. GAMES
THE SEGA SHOP
11 CASTLE PARADE
TEL: 081-786-7816

● PRODATES ●

4/11/91	Speedball II (MD)	USA
8/11/91	Shadow of the Beast (MD)	USA
8/11/91	Jewel Master (MD)	USA
9/11/91	Runark (MD)	Japan
15/11/91	Rolling Thunder (MD)	Japan
15/11/91	Back to the Future III (MD)	USA
18/11/91	Dominic Handy's Birthday	UK
22/11/91	F22 Interceptor (MD)	USA
22/11/91	The Immortal (MD)	USA
23/11/91	Beast Warriors (MD)	Japan
23/11/91	Fighting Masters (MD)	Japan
26/11/91	Robocop (MD)	USA
26/11/91	John Madden II (MD)	USA
28/11/91	Quackshot (MD)	USA
30/11/91	Ninja Burai (MD)	Japan
30/11/91	Exile (MD)	Japan
30/11/91	Space Harrier (GG)	Japan
12/91	Speedball II (MD)	UK
12/91	California Games (MD)	UK
12/91	Fire Shark (MD)	UK
12/91	Marble Madness (MD)	UK
12/91	Back to the Future III (MD)	UK
12/91	Phelios (MD)	UK
12/91	Rings of Power (MD)	UK
12/91	Donald Duck (MD)	UK
12/91	Xenon II (MD)	UK
12/91	Super Hydlide (MD)	UK
12/91	Hard Drivin (MD)	UK
12/91	Pacmania (MD)	UK
12/91	Buck Rogers (MD)	UK
12/91	Burning Force (MD)	UK
12/91	G-Loc (MS)	UK
12/91	Rampart (MS)	UK
12/91	Klax (MS)	UK
12/91	Ms Pacman (MS)	UK
12/91	Heroes of the Lance (MS)	UK
12/91	Super Kick Off (MS)	UK
12/91	Outrun Europa (MS)	UK
12/91	Donald Duck(MS)	UK
12/91	Space Harrier (GG)	UK
12/91	Donald Duck (GG)	UK
1/12/91	Andrew Smales' birthday	UK
1/12/91	Mega-CD launch	Japan
1/12/91	Manchester Computer Fair	Manchester
1/12/91	All Formats Computer Fair	Glasgow
5-8/12/91	Computer Shopper Show	London
6-9/12/91	Supergames Show	Paris
12/12/91	SegaPro bumper Xmas issue on sale	UK

Key: MD= Mega Drive, MS = Master System, GG = Game Gear
Remember: Games launched in Japan/US can take a week or so to appear in the UK through grey importers. Please don't give them any grief because they have enough to deal with at this time of the year. Merry Christmas and a stockingful of super Sega software.

The first console-only show is to take place next month. The London Console Show is being held on December 1 at the New Ambassador Hotel. Inside will be over 50 stalls selling all kinds of hardware and carts for Sega systems. The event is organised by Console Entertainment, so we wish them the best of luck with their pioneering venture.

If you're in the area, try to pop along as shows like this really do need *your* support. The full address is The New Ambassador Hotel, Upper Woburn Place, London WC1, which is within spitting distance of Euston and Kings Cross railway stations. Admission for the show is only £3. Doors open from 10am to 5pm. Details on (0442) 233996.

50P OFF

the only LONDON CONSOLE SHOW

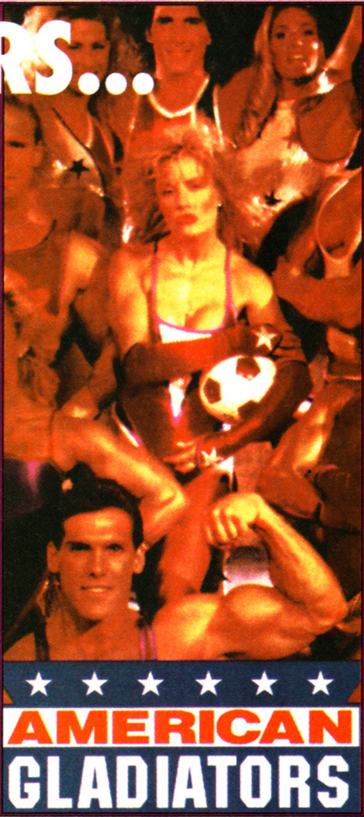
This voucher entitles the holder to 50p off the entry fee to The London Console Show held at the New Ambassador Hotel, London on December 1, 1991 from 10am to 5pm.

SEGA pro

Only one voucher per person. Offer exclusive to SegaPro. No copies accepted. Not exchangeable for cash or other merchandise. This voucher cannot be used in conjunction with any other promotional offer. Cash value 0.001p. Offer ends 2/12/91.

Except Damian's and Les's, of course!

WHISPERS...



Ssshh... Keep the following news close to your chest or I could be in trouble. The info in Whispers is strictly for SEGAPRO readers, and is not to be passed onto any other persons.

I was chatting to Grandslam last week, and was pleased to hear that on the whole they agreed with our review of *The Flintstones* last issue. Okay, so the game looked and sounded great, but the playability was aimed at a very young player. They mentioned that future versions which they have planned for the Game Gear and Mega Drive will be redesigned to accommodate the different types of players.

But Grandslam aren't just working on *The Flintstones*, they have loads of other stuff in the pipeline. First up is a version of *Tom and Jerry*. The formats are unconfirmed yet, but expect it on all three. Planned for a release in autumn 1992 is *Nick Faldo's Golf* on the Mega Drive and Master System. It's being programmed by Images, who were the people responsible for the Game Gear version of *G-Loc*. Finally, Grandslam's next release is *Die Hard* on MS; expect a GG version to follow in the middle of 1992.

Over at Ballistic they're selling *Mike Ditka* by the thousands. Meanwhile, in the back room they're working on Mega Drive versions of *Test Drive 2*, *Double Dragon* and *Super Off-Road*.

While Ubi Soft import some great games from Japan and America (see news story), speculation grows over what they are developing themselves. Well, there'll be a MD version of *Pro Tennis Tour 2* for certain, and the chances of a console version of *Unreal* look pretty... er, real.

Talking of first offerings, we should seei a few Mega-CD games soon. Both Mirrorsoft and Domark expressed interest, with conversions of both companies' Commodore CDTV titles already pencilled in.

Currently at the forefront of GG development in the UK are US Gold who have *Indy IV: Fate of Atlantis* and *Super Kick Off* nearing completion.

Before I sign off for another month, here's a couple to tickle your taste buds: *American Gladiators* from GameTek and a pinball game from Hewson...

● **Ivor Leak**

CHRISTMAS SHOPPER

Still haven't started shopping for Christmas yet? Well don't fret because all those last-minute bargains can be picked up from the Computer Shopper Show being held on December 5-8 at the Wembley Exhibition Centre. And if you get bored with the stands, you could always watch this French geezer eats loads of weird and wonderful things (like bikes, computers and stuff). All sounds very strange, so don't miss it.

To get you along there, we're even giving you a voucher allowing you £1 off the cost of admission. Now you have no excuse. Who knows, you may even bump into one of the SegaPros there, shopping for his mum's present. Yes for a few quid you could exchange hair extensions with Les or discuss disgusting looking skin disfigurements on the neck with Damian. See you there!

£1 OFF

THE CHRISTMAS
COMPUTER SHOPPER SHOW 1991
5-8 DECEMBER · WEMBLEY EXHIBITION CENTRE

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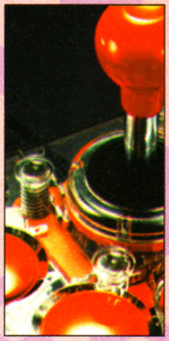

Those (Dominic) handy people at Spectravideo are currently throwing together a Sega version of their latest joystick, the Mega Star. It'll be released under the Quickjoy moniker and features all the usual stuff like heavy duty micro switches and a transparent shell. No price or release date yet, but it should be out for Christmas.

BITS BUSTED!

We've been inundated with readers wondering what exactly a Mbit is. Well, it stands for megabit and totals 128K of memory. This is not to be confused with the megabyte or Mb (which is 1024K) as used when measuring the memory of home computers. The cart size of all console games is measured in megabits, so don't get confused. To help you out, here's a quick conversion chart.

1Mbit (GG, MS) = 128K
2Mbit (GG, MS, some MD) = 256K
4Mbit (MD, some MS) = 512K (0.5Mb)
5Mbit (MD) = 640K
6Mbit (MD) = 768K
8Mbit (MD) = 1024K (1Mb)
12Mbit (MD) = 1536K (1.5Mb)

The return of the Jolly Rogerer.

THE IMPORT CHARTS

Compiled with the help of Kingbit Games, Console Concepts, Computer Games, ICE and Whizz-Kid Games.

MEGA DRIVE

1	*1*	**Streets of Rage**	96%
2	*NE*	**Road Rash**	91%
3	*NE*	**Mercs**	74%
4	*NE*	**Devil Crash**	92%
5	*NE*	**ToeJam & Earl**	93%
6	*3*	**Sonic the Hedgehog**	96%
7	*2*	**EA Hockey**	94%
8	*NE*	**Shining in the Darkness**	90%
9	*7*	**Spider-Man**	84%
10	*NE*	**El Viento**	89%

GAME GEAR

1	*2*	**Rastan Saga**	86%
2	*3*	**Shinobi**	79%
3	*NE*	**WC Leader Board Golf**	78%
4	*4*	**Out Run**	77%
5	*NE*	**Magical Guy**	TBR

THE OFFICIAL CHARTS

Compiled with the help of Sega Europe.

MEGA DRIVE

1	*6*	**Sonic the Hedgehog**	96%
2	*RE*	**Castle of Illusion**	95%
3	*7*	**Fantasia**	80%
4	*1*	**EA Hockey**	94%
5	*2*	**Streets of Rage**	96%
6	*RE*	**Golden Axe**	91%
7	*RE*	**The Revenge of Shinobi**	96%
8	*NE*	**Wrestle War**	74%
9	*NE*	**ToeJam & Earl**	93%
10	*5*	**Spider-Man**	84%

MASTER SYSTEM

1	*6*	**Castle of Illusion**	93%
2	*1*	**Spider-Man**	88%
3	*RE*	**World Cup Italia 90**	72%
4	*4*	**Strider**	86%
5	*NE*	**Speedball**	90%
6	*2*	**Pac-Mania**	90%
7	*RE*	**Golden Axe**	81%
8	*RE*	**The Ninja**	75%
9	*8*	**Paperboy**	83%
10	*RE*	**Golfamania**	86%

GAME GEAR

1	*1*	**Castle of Illusion**	96%
2	*4*	**Super Monaco GP**	65%
3	*2*	**Columns**	80%
4	*7*	**Wonder Boy**	84%
5	*5*	**Dragon Crystal**	70%
6	*6*	**Psychic World**	34%
7	*3*	**G-Loc**	69%
8	*NE*	**Out Run**	77%
9	*NE*	**Putt & Putter Golf**	80%
10	*NE*	**Joe Montana Football**	82%

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BEST PLATFORM GAME 97% (Complete Guide To SEGA)
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EUROPES No.1 FOOTBALL GAME
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U.S.GOLD MASTER BLASTERS

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Birmingham B6 7AX. Tel: 021 625 3366

LIGHTS... CAM

Datel started life as one the Spectrum's most ardent supporters. With their sound samplers, Kempston compatible interfaces (remember them?) and Vox Box speech units, Datel were always at the forefront of peripherals development. Unlike many Spectrum-compatible companies though, Datel didn't stay still. With the launch of every computer since the Spectrum, they have adapted their products to keep up with technology. And now they're expanding to consoles.

Without doubt, their most successful and prolific peripheral to date is the Action Replay cartridge for the Amiga and Commodore 64/128. It doesn't just allow you to back-up programs, there's much more besides. With the release of the Mega Drive Action Replay, Datel have concentrated on the most useful gaming feature of the unit – its ability to locate extra lives, infinite energy, level skips, secret warps, invulnerability, unlimited continues and much, much more.

Datel's Action Replay is something of a paradox. The suits at software houses will tell you how much they hate them; how back-up devices will bring down the software industry. Yet in technology terms, the whole software world would be years behind without them. Just go to any software house producing Commodore games and you'll find an Action Replay hiding there somewhere. Programmers just love 'em. They don't just love using them, they love getting around them, too!

Journalists love 'em, too. Just look at any magazine that reviews either C64 or Amiga games and you can be sure that they use some kind of Action Replay device for taking the screenshots. With these units, designers can now give the readers pixel perfect representations of a computer screen – not to mention reducing production costs.

Above all, the public love 'em. When released, the Action Replay, along with Romantic Robot's Multiface family, allowed gamesplayers to go beyond the world of passwords and complete solution to games, and to a world where you could press a button on a little gadget, then enter a few numbers which would make the game far easier to play. Hacking into games and changing the way they worked was now not limited to lonely people wearing glasses and anoraks, Joe Public could do it too.

But hacking into games was never available to console owners – even if they knew their peeks from their pokes. It was physically impossible for your average user to hack into a console game. Until now...

With Datel's Action Replay cart for the Mega Drive, no game is safe from the prying eyes of gamesplayers. The only thing invulnerable to attack will be you!

The MD Action Replay is Datel's first in a long line of console products (a Master System and Game Gear version are rumoured to be on the cards). It has been in development since early 1989, and the effort has been well worth it. Apart from its name, Action Replay bares no similarities to the previous computer versions. Computer manufacturers have made the technical specifications for their machines widely known – Sega, on the other hand, like to keep everything under their control. So, in a very similar way to Electronic Arts, Datel started out without any help from Sega whatsoever. To find out how the machine worked, the boffins at Datel had to reverse engineer the unit. This means Datel started with the finished cart and machine and worked backwards to see how it could have been done.

So, how does it work? Amazingly simply really. All you have to do is plug the Action Replay into your Mega Drive's cart slot as if it were a normal cart. Then you plug your game into the Action Replay and switch on as normal. Instead of your normal game intro screen you will now be presented with with an Action Replay screen where you can enter up to four different codes via the joypad. These codes will affect the parameters of the game (like how many lives you have, amount of energy, start level and so on). After you have entered the codes just press start and when you want to invoke the cheats, flick the switch on the side. Couldn't be easier.

Even if you don't want to use the cheats, you can leave the Action Replay in the machine and play the

THE ACTION MEN

Wayne Beckett – He is the man responsible for tracking down all the codes from the Mega Drive games. Wayne, aged 25, has programmed just about everything from the Spectrum to the office coffee machine. His fave game is *Mickey Mouse* (but is that with or without the cheats, Wayne?).

Royston P Fox – His official job title is the Purchasing Manager, which basically means that everyone has to get down on their knees to him whenever they want to buy anything. At a mere 23, Royston spends all his spare time playing *Sonic*. (Who doesn't?)

Mark Wallace – The technical support manager, which means if it's technical and you need some support, he can manage it. Another software industry fogie at 23, but still has the reactions needed to play *Truxton*.

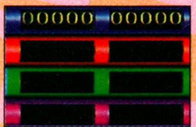
Charles Harding – Official job title is Design Engineer. Put simply, he sits and plays with chips all day. He designed the custom chip in the Action Replay cart which is the equivalent to 72 normal large scale chips. Being such a clever person, he doesn't play games at all.

YOUR STEP BY STEP GUIDE TO

Grab hold of Datel's astounding Action Replay. Makes sense really...

Shove Action Replay into a Mega Drive (UK or Japanese) or Genesis (US Mega Drive).

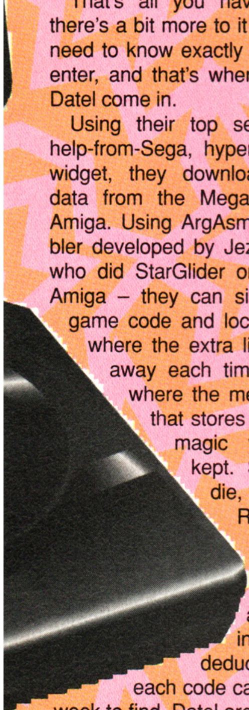
Plug a cart of your choice into Action Replay and switch on the Mega Drive.



This is the code entry screen you'll get rather than the familiar Sega logo.

Classic Datel products of our time (1): Blazing Paddles.

ERA... ACTION!



Classic Datel products of our time (2): The Super Snooper.

game as normal by keeping start pressed when you switch on. And because the Action Replay cart works on all Mega Drives, it can be used as a Jap convertor for official UK machines (without having to take a file to the cart slot).

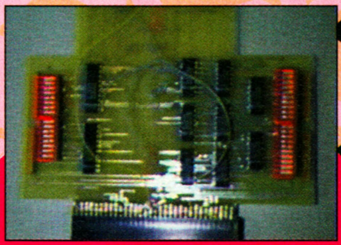
That's all you have to do, but there's a bit more to it than that. You need to know exactly what codes to enter, and that's where the guys at Datel come in.

Using their top secret, with-no-help-from-Sega, hyper revolutionary widget, they download the game data from the Mega Drive to an Amiga. Using ArgAsm – an assembler developed by Jez San the guy who did StarGlider on the ST and Amiga – they can sift through the game code and locate things like where the extra lives are taken away each time you die, or where the memory location that stores the amount of magic you have is kept. So when you die, the Action Replay could, for instance, jump to the lives location and add a life instead of deducting one. As each code can take up to a week to find, Datel are working overtime to crack as many Mega Drive carts as possible before the unit's release this month.

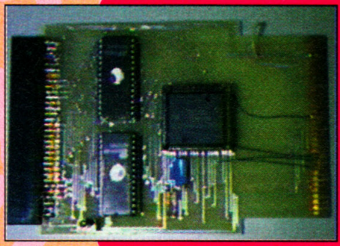
When you buy Replay, you'll get a free booklet with codes for all the games Datel have cracked so far – from the very latest to older classics. Then, for the next 12 months, you automatically receive GameBuster, a free mag containing codes for all the latest games cracked.

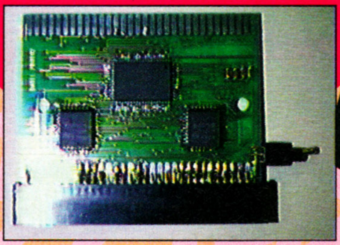
A lot of work goes into finding the codes, and, unlike the computer versions, only Datel will be able to hack into the game and find them. However, each month Datel have promised that they will supply SegaPro EXCLUSIVELY with all the latest codes. If you get an Action Replay, you shouldn't miss out on SegaPro ever month.

The Action Replay is the essential companion for EVERY Mega Drive owner. At just £49.99 (including p+p and free GameBuster subscription), how can you afford not to have it? It doesn't just allow you to cheat, it allows you to get full value for money from almost every cart you buy.

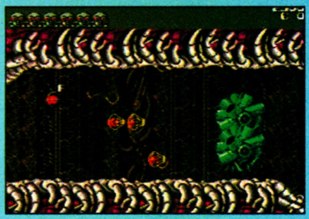


Right: the very first prototype of Datel's Mega Drive Action Replay. Codes had to be entered by setting the dip switches on and off. A lengthy and error-prone operation.

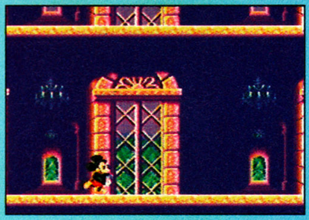




Above: various stages of Action Replay before the finished design (right). The final version is the same size as a game cart, yet packs enough punch to let you beat any game.



With Datel's Action replay you get infinite lives for that master blaster, *Atomic Robokid.*



With Replay you can become invulnerable in the classic *Castle of Illusion Starring Mickey Mouse.*

Ghouls 'n' Ghosts get invulnerability and level skip with the Action Replay installed.

Electronic Arts' marine extravaganza gets infinite lives and time courtesy of Action Replay.

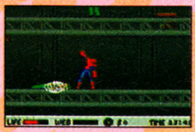
No fewer than seven different Replay cheats mean you can completely beat and bust *Sonic.*

PROFILE

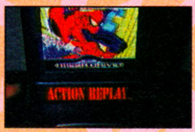
ACTION REPLAY
PRICE £49.99
SUPPLIER
Datel Electronics Ltd
Govan Road
Fenton Industrial Estate
Fenton
Stoke-on-Trent
ST4 2RS

✆ (0782) 744707
(credit card orders)
✆ (0782) 744324
(for customer service)

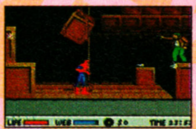
USING ACTION REPLAY



Press START and the action commences. In this case Spider-Man begins.



Flick the switch on Replay to the up (active) position and the cheats take effect.



The result: Spidey has infinite webs. Flick the switch again and the cheat is disabled.

NEWS FROM JAPAN

with Shintaro Kanaoya

Ohayo, dudes. There's plenty of activity in Japan through the busy build up to Christmas, but this month I can't resist concentrating on what will probably be the festive season's top seller (not that we celebrate Christmas in Japan!).

The *Golden Axe* saga continues. On December 20, the 4Mbit cart *Golden Axe 2* will finally see the light of day – after many months speculation over just how good it will be.

Golden Axe on the Mega Drive was one of the most perfect arcade conversions ever seen in the home. It was a fine example proving that there was really lots of life left in the arcade adventure, and they weren't really as boring as everyone thought they were getting. Well, that's my opinion out of the way.

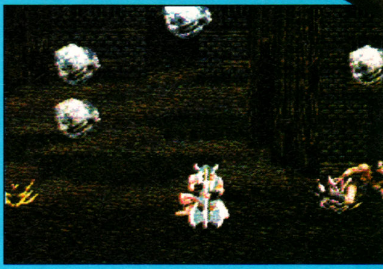
Well, *Golden Axe 2* is just more of the same. The same three characters reprise their roles: Ax-Battler the warrior, Tyris-Flare the woman warrior and Gilius-Thunderhead the dwarf. For those of you that don't know, *Golden Axe* was a simultaneous two-player game, and the sequel continues the two-player fun (although there's still the one-player option).

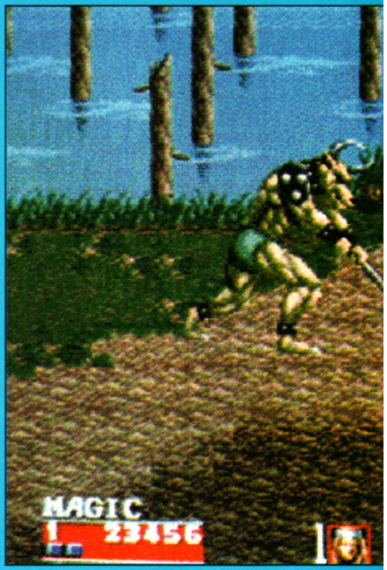
The game is very simple in concept – just hack 'n' slash your way through five levels – but the execution is again excellent. In the original, you could hijack the bad guy's dragons and ride around on them, breathing fire on your enemies (or your companion if you so wished). However, I fear that this may not be possible this time – but I'm sure there will be something else to take its place!

Definite changes are that the cute magician is no longer cute. He's a fully grown magnus who wields a skull on a stick and has two luminous eyes sticking out of his cloak. Hitting him will give you books of magic instead of those pots. You no longer have to feel guilty about hitting those small guys.

Other changes are the magic effects. Ax can now call on little whirlwinds to blow the enemies away. Meanwhile, Tyris will call on tiny phoenixes and G ilius will start hurling rocks about the place. Also, the special moves have changed. Gilius and Tyris both leap into the air and flip over the enemy while Ax does a neat slice upwards, turns, then brings the sword down. All very welcome changes.

Basically, the changes are all cosmetic but the attraction of *GA2* over *GA1* will be the change of map and



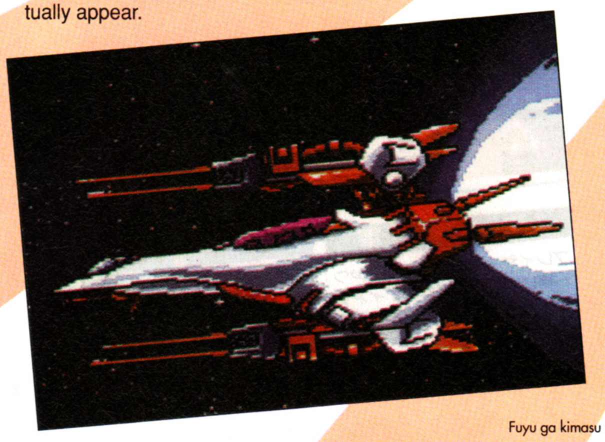


SOL TO SOL

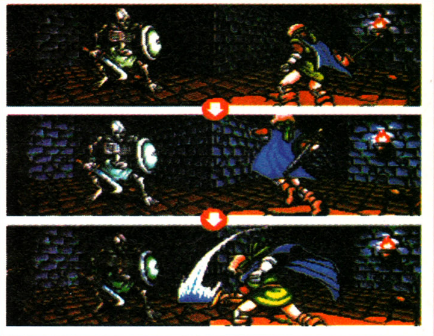
If you thought the Mega-CD was going to be packed full of boring roleplaying and war games, then think again! Shoot-'em-ups are back in force, the first of the biggies being *Sol Feace* (which could be a poor Japanese attempt at trying to say *Sun Peace*, which doesn't make much sense either, I know).

By the look of things, *Sol Feace* is to be *the* game to own if you've got your order in for the Mega-CD (released on December 1). The bad guys are BIG! Okay, we're not talking *R-Type* big, but these mothers are big enough for any wartorn space pilot.

The game originally appeared on the X68000, a flash custom PC that Sharp came up with, but sales were very poor so it never really flourished. However, *Sol Feace* won't be appearing till early next year so more details when they eventually appear.



WHAT FORCE?

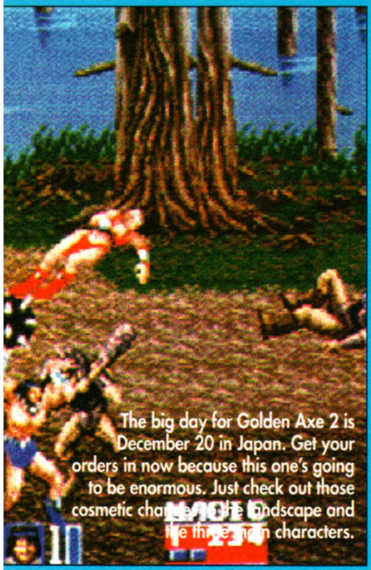


Hot on the heels of *Shining and/in the Darkness* is *Shining Force*. This is a 12Mbit RPG appearing sometime in the spring 1992. But the makers, Climax, say it will appeal to all people (not just RPG fans) and have hence dubbed it a "tactical RPG". But who are we kidding? It's an RPG through and through, and they're not fooling me. No way, no how – not ever!

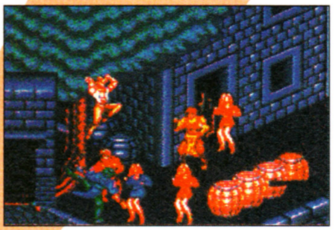
Instead of the first person view of the combat scenes in *Darkness*, *Force* flicks the screen to an almost-side-on view where you see the combatants fighting each other in great cartoon sequences. It's going to be huge, so keep watching and keep wearing dark glasses.

Fuyu ga kimasu to samui desu.

new baddies. For those who never played *GA1*, that would probably be a better game to start on. *Golden Axe 2* should be out officially in the UK in January 1992. Don't miss this one. Fans of the game will be pleased to know that *Axe Battler* – a thinking person's *Golden Axe* – is coming out on the Game Gear very soon. Stay tuned.



The big day for Golden Axe 2 is December 20 in Japan. Get your orders in now because this one's going to be enormous. Just check out those cosmetic changes to the landscape and the three main characters.

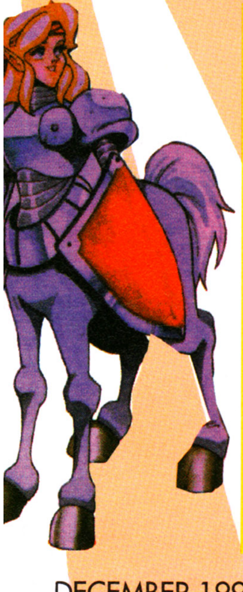


Your mission is to free the animals and kill all the evil poachers. To accomplish this rather moral act, you can choose one of four rather amoral looking characters: Gen, Jack, Khan, and my personal favourite, Burn Swords. You have to rescue elephants, lions, eagles and deer. And, of course, when you rescue them, so overcome are they with gratitude that they join you in annihilating their captors. For example, the elephant will stop a tank for you? The game, *Run Ark* from Taito on the Mega Drive, isdue for release in Nov.

MEGA DRIVE TOP TEN (JAPAN)

1. Advanced Wargame Sim
2. Alien Storm
3. Marvel Land
4. Wrestle War
5. Fastest One
6. Shining and the Darkness
7. Arcus Odyssey
8. Super Monaco Grand Prix
9. Sangokushi
10. Blue Almanac

Turn the page fast to find out why this Mega-CD game is a must for anyone's collection. Plus a look at a few of the other hot movers in the CD stakes. With December 1st just round the corner, you've simply got to be prepared.



PROGRAMMER PROFILE
KOICHI SUGIYAMA

This man is probably Japan's leading computer game musician. He first came to prominence creating the music for all the *Dragon Quest* mega-games that appeared on the Famicom. Despite the limitations of the sound chip on the 8-bit machine, he managed to create symphonies which have been performed by Japanese orchestras. All of the orchestral versions are on CD, and in Japan it is not embarrassing to have them next to your Mozarts and Beethovens. His latest project on the Mega Drive was as musical director for the game *Master of Monsters*. The game is out now the music has already been released on CD.

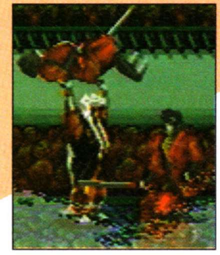
SAKE SIPS, SUSHI DIPS

Steel Empire is a new shoot-'em-up, in a very futuristic but sort of classical looking scenario. A Flash Gordon on Ming's Planet kinda atmosphere. There's not much to say about it except it's out in January and has that sepia look about it, which can also be seen in the Mega-CD game *Nostalgia 1907*.

The stupidly-named *Waniwani World*, a cute puzzle arcade game, joins the similarly odd *IsleRoad*, a 3-D Mega-CD roleplayer in that it won't be out for quite a while.

Looking further ahead to January, there's a real *Kick Off* challenger on the way. Tecmo are currently in the process of developing a Mega Drive version of their great two-player football coin-op *World Cup '92*. From the few screen pictures that I've been privileged to see, if the game plays as well as it looks, *Kick Off* could be in for a real goal mouth scramble.

Another supposedly massive Mega-CD game is on the way in the shape of *Sorcer Kingdom* (which is probably supposed to be Sorcerer – or even Saucer!) and this again is an overhead view, cute fantasy roleplayaing game. If I had to give a description of it, just imagine any fantasy scenario yourself and that's it.



Kabuki Warriors is a very Japanese action adventure game. Once again it's two-player simultaneous and this time the two characters are brothers, one red and one white. You can fight each other or use each other to kill enemies, ranging from sumo wrestlers to ancient demons.

Golden Axe fans can get their hands on *Ax Battler - Legend of the Golden Axe for the Game Gear*. The majority of this game is an RPG, sort of *Dragon Quest*-ish in appearance. But on your travels, you will soon have unfriendlies upon you, whereupon it is your duty to kick the proverbial out of them in a one on one fight to the death. Or if you turn into a tunnel or down an underground passage, you will enter familiar sideways scrolling *Golden Axe* territory. Released 1st November.

NEWS FROM JAPAN

GET THE FUNK UP!

Their names are Avivi, Claus, Bam, Caroon, Mendes and Wally. Together they comprise the incredibly successful Funky Horror Band (or FHB to the in-crowd). The massive merchandising vehicle in Japan – which has already seen FHB records, laserdiscs, story books, shampoo, dog collars, etc – is now rolling onto the Mega Drive with the game *Space Woodstock – Funky Horror Band*. The FHB are a sextet of weird characters who have slowly evolved from the product of a warped imagination to massive cult status.

The FHB, who originate from the planet Horahora, are only coming out on Mega-CD at the moment, and the possibility of conversion to cart is very unlikely because the CD will be packed with loads of the group's tunes. The game also contains loads of parodies of famous people, but the group should be safe from libel as they only consist of puppets. Yes, the whole lot are just the product of Victor Musical Enterprises (a division of the prolific, expansive, mega-conglomerate JVC!) who unveiled the concept last December.

The Funky Horror Band are the wildest group since The Rolling Stones and the most out of this world since Ziggy Stardust. These guys could go far!

The Funcky Horror Band are the latest sensation to come from sake-soaked Japan. See and hear them on a Mega-CD near you soon. Expect to hear a great deal from these characters in the future

The first overhead Mega Drive Formula 1 race game is *Satoru Nakajima's F-1 Grand Prix*. I first previewed this last month, and as the game gets nearer to its release in December it just looks better and better, giving even *Moto Roader* (the classic PC Engine race game) a run for its money. You can set up the running of the car, and even operate the pit stop. The control of the car is very life-like, which means you cannot fly around a hairpin curve at 200 mph and live to tell the tale. With Nakajima, Japan's top F-1 driver, actually getting involved in the development of the game, the designers have tried to make it as realistic as possible. Even the team names are just like the proper teams (almost), with the likes of Mclaron, Baneton and Farreri taking part.

GAME GEAR TOP TEN (JAPAN)

1. Shinobi
2. Super Monaco Grand Prix
3. Halley Wars
4. Columnsr
5. Mappy

MEGA-CD MOMENTS

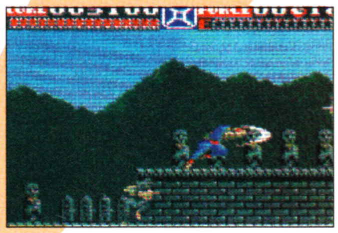
With release of the Mega-CD unit just days away, Sega look like having trouble to fill the demand for the first "proper" CD-ROM games unit. But with all the tech-spec for the machine well and truly scrutinized, it's time to look once again at the top CD games in development.

3x3 Eyes won't be out till April-June next year, but when it does come out, it will contain 30 minutes of animation, speech and maybe even a few simple action scenes. Meanwhile, *Dark Wizard* will contain 40 minutes of animation, eight different storylines and will be the only one of the big three RPGs without cute graphics. This is scheduled for release between January and March next year.

Sega's very own *Lunar: The Silver Star* has not even got a release date scheduled yet, but is by far the most ambitious project of the trio. It is, however, ridiculously cute. There are cuddly monsters and over 30 interactive characters – you even have six to control yourself! Combat is mostly handled by computer using artificial intelligence. About 80% of the CD will be music, making this a brilliant package. But as to when we will see this is anyone's guess. Soon I hope.

Tie a Hachimaki to the old oak tree.

Hey! What's this? I've been framed. How dare they get me performing my first kiss. Who me? Shintaro Kanaoya, of course – your host for the biggest, best and most up-to-date Japanese Sega section anywhere. Oi, don't be cheeky, I'm the one on the left.

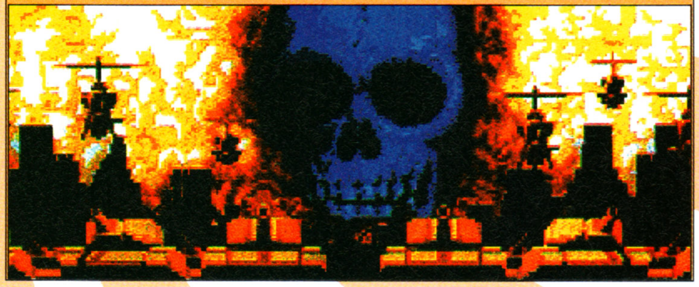


Let's face it, Sega aren't exactly short on ninja games. And yet there's a new pretender to the head ninja crown, for Tecmo are releasing *Ninja Gaiden*, first on Game Gear and later on Mega Drive. The action is your basic sideways-scrolling, black-cloaked affair over four levels, each with an area guardian at the end. GG *Ninja Gaiden* is out on November 1 in Japan, the MD version should appear soon after. Both should appear officially in the UK very soon, but the grey importer will be your best bet for this.

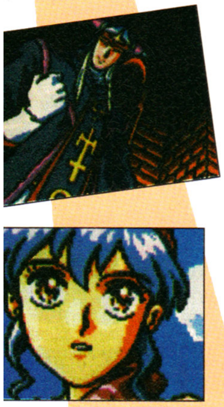
THUNDER AND LIGHTNING STRUCK

When *Rolling Thunder* originally came out, it wasn't one of those games that everyone boasted about playing, but anyone who'd played it never had anything bad to say about it. The police officer from the first game, with the codename of Albatross, is back again, but this time accompanied by a foxy female sidekick codenamed Leila. This allowssimultaneous play, which makes the game infinitely more addictive than its repetitive predecessor.

Also returning in *Rolling Thunder 2* are the motley crew of terrorists under the control of the corrupt Geldra corporation. You are well equipped for your return to action with your standard automatic already slapped to your side, and a flame thrower, machine gun, shot gun and more ammo waiting for you in the doorways. The doors also hold useful gifts like extra lives, more energy, etc. This time your mission takes you around the world, starting in Miami and progressing to gorgeous places like Cairo.



Below *Luner: The Silver Star*, the graphically astounding Mega-CD game due not-so-soon. Packed with animation and music, it's destined to be a corker.



PROGRAMMER PROFILE
YASUHIRO TAGUCHI

Yasuhiro Taguchi is the chief programmer of *Shining Force* and a member of Climax, the team that brought you *Shining and the Darkness* (which has now sold 300,000 copies). In a recent interview, he said that he was very excited about this new project, *Shining Force*, as it gave him more of a chance to develop a story, which he felt *Shining and the Darkness* lacked. The new animated combat sequences and the combination of both simulation and RPG was his idea, saying that it is still essentially an RPG but he put the best bits of simulation games in too. Taguchi's ambition to produce the perfect game has cost him valuable memory. He says that the project could easily stretch to 30 or 40 megs (around 5,000K!), but there's only a 12Mbit cart to squeeze it into. He honestly hopes the price will not have to exceed ¥10,000.

NEWS FROM USA

with Joe Linebacker

Wo! The Japs are not only taking over the car industry, they're also grabbing huge chunks of my USA column. Watch out, Shintaro, I'll be back next month with more news than ever!

With the Super NES not living up to expectations in the States, the Genesis/Mega Drive is really taking off. Developers have been flooding my apartment with news of the latest releases; just check this load out.

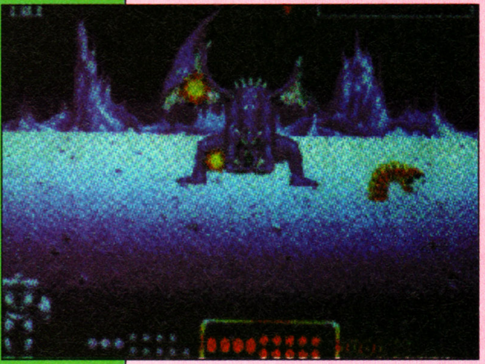
To kick off we have *Death Duel* from Razorsoft (makers *Stormlord* fame), a shoot-'em-up in a first-person perspective. The graphics are tops and the action fast and furious (a game for the Hot Gloves?).

Renovation have tons lined up for the Fall this year. These include *Master of Monsters*, a RPG with some gory battle scenes; *Final Zone*, a 3-D shoot-'em-up which looks brilliant; and probably their best one yet, *Beast Master*, a one-on-one beat-'em-up in which you control futuristic monsters.

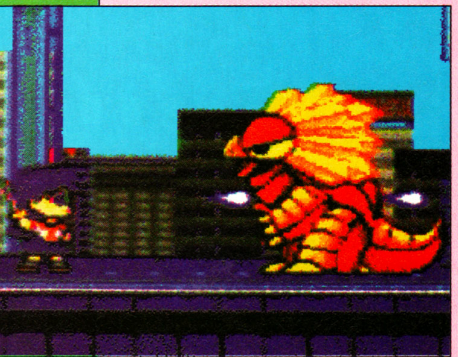
On the Master System side, everyone over here is waiting for *Sonic*. From all the pictures so far, it looks like the programmers have done miracles, but till Sega actually let us play it, no-one's counting their chickens.

While the MS continues to trickle along, the Game Gear is finally getting a boost with a cornucopia of new titles. By far the most interesting is *Joe Montana Football*, which should push the boundaries of the GG screen. And if you're fed up of *Columns*, keep an eye out for *Junction*, which has previously been out on the Mega Drive.

It's a lot like *Loopz*, and is just as addictive. Finally, hot on the heels of Mickey is Donald Duck who gets to appear in his *Lucky Dime Caper*. This platform/puzzle game is sure to have you up searching for coppers till the small hours!



The *Valis* series of games is proving to be very popular for Genesis owners. To keep then happy Renovation have released *Syd of Valis*, which follows the same format of the three previous games, except that it is drawn in the inimitable Japanese cartoon style.



Licences are big, big money in the US of America. This month there's a cornucopia of stars on the Mega Drive, Master System and Game Gear. Donald Duck makes an appearance in *Lucky Dime Adventure* and Joe Montana returns for a second outing on Sega's hot hand-held.

ACTION STATIONS!

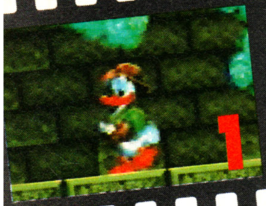
The Action Replay is the most exciting piece of Sega hardware since the Mega Drive itself. For the full details read our exclusive exposé of the unit on pages 10 and 11. For those that can't be bothered, here's a quick resumé.

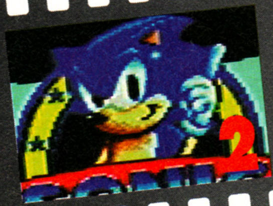
The Sega Mega Drive Action Replay allows you to cheat at games. What is does is very simple, but the way it does it is most ingenious. The unit plugs into your machine between your cart and the slot. When you power up, you are presented with a screen the allows you to enter special codes. If you have the right codes for the game you are about the play, you will be able to cheat by having things like extra lives, unlimited energy, invincibility etc.

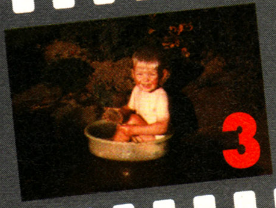
Normal folks won't be able to work out the correct codes to the games, so Datel have promised to support the machine by hacking the codes themselves.

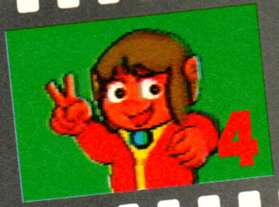
The latest codes will then be printed in SEGAPRO every month. Unless you deal directly with Datel, you'll only be able to find these codes in SEGAPRO – no other magazine will have access to them! Basically, when it comes to gamesplaying, SEGAPRO readers equipped with an Action Replay cart (which you can buy for £49.99) will be one step ahead of everyone else.

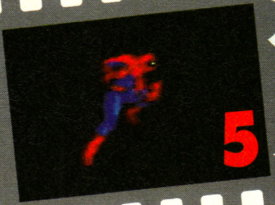
If you don't win a cart, you can still become a GameBuster by winning a Datel T-shirt with the GameBuster logo emblazoned on it.

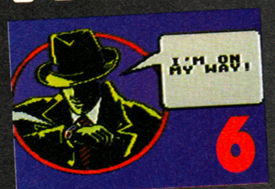


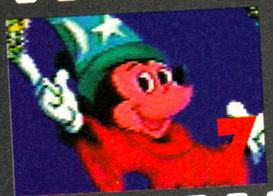


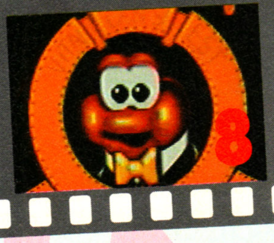


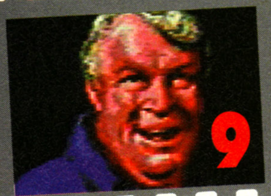


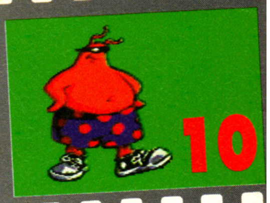












Sonic	no. ☐	**James Pond**	no. ☐
Alex Kidd	no. ☐	**Dick Tracy**	no. ☐
John Madden	no. ☐	**Earl**	no. ☐
Peter Parker	no. ☐	**Andrew Smales**	no. ☐
Mickey Mouse	no. ☐	**Donald Duck**	no. ☐

In the extreme unlikelihood of me winning, I promise to tell all my friends that I used the Action Replay cart to complete all my games, and not slyly tell half-truths about my gamesplaying talents.

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Entering the competition is simplicity itself. Just look at the numbered pictures of famous Sega characters above and match them up to the names. Then fill in the form and send it off to *Action Stations Competition, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS*. Any entries received after 19 December 1991 will be busted into several million pieces.

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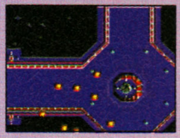
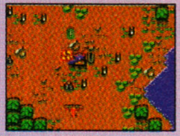


SHOOT-'EM-UP
MASTER SYSTEM
74

In a sudden attack the Arvians have managed to wipe out BLADE and immediately took over three new worlds. An average shoot-'em-up enhanced by the 3-D graphics. Give it a try.

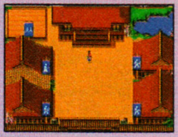
BOMBER RAID



SHOOT-'EM-UP
MASTER SYSTEM
57

Defeat the swarming hordes of enemy ground and air targets. An older game that hasn't stood the test of time as well as some of the others. It both looks and plays as if it were pre-Spectrum.

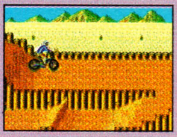
BUDOKAN



BEAT-'EM-UP
MEGA DRIVE
64

Two players can join the martial arts ranks to learn the way of combat. Below par graphics and limited gameplay affect this game badly. Boring and repetitive after a short while.

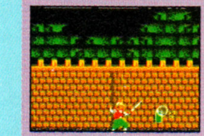
CALIFORNIA GAMES



SPORTS SIM
MASTER SYSTEM
80

Six events on one cart – skateboarding, footbagging, surfing, BMX, half-piping and frisbee throwing – so loads of playability. It is let down a bit by the graphics and sound but is still very playable.

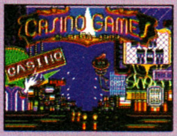
CAPTAIN SILVER



ARCADE ADV
MASTER SYSTEM
86

Go on a quest for buried pirate's treasure. The game is a real challenge so don't expect to finish it in five minutes. The graphics and sound are of an excellent quality and add a lot of feel to a cracker of a game.

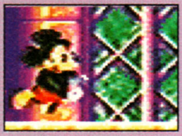
CASINO GAMES



GAMES SIM
MASTER SYSTEM
62

Addiction is something you will not be suffering from because after you have played all the games for a while you will get thoroughly sick of the sight of them. Good for the first few games but no more.

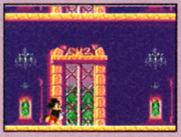
CASTLE OF ILLUSION



PLATFORM ADV
GAME GEAR
96

Amazing graphics and depth of gameplay make this a winner right from the off. You control the lovable Disney character, Mickey Mouse, as he bounds his way through a colourful world containing all manner of brilliantly designed characters. This is the Game Gear game that everyone must own.

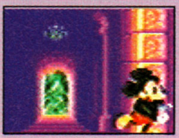
CASTLE OF ILLUSION



PLATFORM ADV
MEGA DRIVE
95

Guide Mickey through the Castle of Illusion in search of Minnie. The first classic Mega Drive game, and still the best. Superb graphics and sound, and dangerously addictive. The later levels just get better and better, leading the player deeper and deeper into amazing world of Disney. If ever there was a game that every Mega Drive owner should have, then this is it.

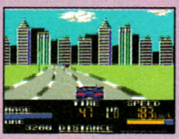
CASTLE OF ILLUSION



PLATFORM ADV
MASTER SYSTEM
93

Explore the multiple levels, bottom-bounce the bad guys and rescue Minnie so that you can live happily ever after. Incredible graphics for the Master System with highly addictive – but slightly repetitive – gameplay make this a stonker of a game.

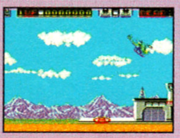
CHASE HQ



RACE-'EM-UP
MASTER SYSTEM
76

Tony and his partner patrol the streets, keeping in touch with Nancy at Chase HQ. When a criminal is located they have to run him off the road before the time runs out. Good fun but fairly repetitive and easy.

CHOPLIFTER



SHOOT-'EM-UP
MASTER SYSTEM
89

A number of your soldiers have been caught behind enemy lines and you are being sent in to rescue them. If you can survive the onslaught of tanks, aircraft and guided missiles then maybe they have a chance. Choplifter is still regarded as a classic.

Now into its second month, The A-Z of Sega Games is really on a roll. This month, we've packed in more than ever in an attempt to review every single game ever released for the Sega Mega Drive, Master System and Game Gear.

If you've ever wondered exactly what games were available for your console, and were after a quick rundown of what they're all about and how good they are, then this is the place to come.

If you're after a particular type of game, then The A-Z of Sega Games can help you there too. Each game is also accompanied by the category into which we would place it. Therefore, you won't purchase *Golden Axe Warrior* thinking it's an arcade adventure and find out it's actually more like an RPG.

If you've got any views on our ratings etc, write in to ProTest at the usual address.

Which film featured the alphabet murders?

SOFTWARE down Part 2

The A-Z of games was compiled with the help from the following. Many thanks, guys:

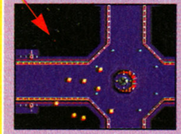
Console Concepts
223b Waterloo Road,
Cobridge, Stoke-on-Trent,
Staffordshire ST6 2HS.
Tel: (0782) 712759

TV Games
11 Castle Parade,
Ewell by-pass,
Ewell,
Surrey KT17 2PR
Tel: (081) 7867816

Full-colour picture

The name you should ask for

BLADE EAGLE 3-D



SHOOT-'EM-UP
MASTER SYSTEM
74

The general style of the game; often how Sega themselves describe it

The machine it's for

In a sudden attack the Arvians have managed to wipe out BLADE and immediately took over three new worlds. An average shoot-'em-up enhanced by the 3-D graphics. Give it a try.

Overall rating, considering every aspect, except price because this is never constant

Short review detailing what the game's about and whether it should be on your shopping list

CLOUD MASTER

SHOOT-'EM-UP
MASTER SYSTEM
75

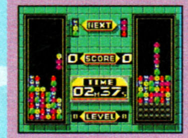
There are five rounds of action as the Cloud Master rides on his cloud and blasts the hell out of the oncoming forces. There are middle and end of level protectors who will have to be defeated to obtain the power-ups that they hold. Good blasting fun, if a little dated.

COLUMNS

ARCADE PUZZLE
GAME GEAR
80

A fine version of the classic puzzle game. Stack up shapes and colours to win the game. Nice graphics and a two-player option make this very playable. Still a classic game.

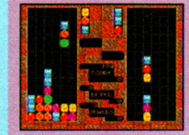
COLUMNS



ARCADE PUZZLE
MASTER SYSTEM
92

One of the finest puzzle games around. Go against the computer or a friend as you try to match shapes and colours in a race against time. Tasteful music and attractive graphics make this one of the all-time classics.

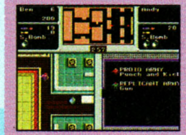
COLUMNS



ARCADE PUZZLE
MEGA DRIVE
90

One of the best puzzlers. Pile up shapes or colours to beat your opponent, be it the computer or a human. Good graphics and sound with terrifyingly addictive gameplay.

CRACKDOWN



SHOOT-'EM-UP
MEGA DRIVE
88

Two players can team up in this cracking blast. Detailed graphics, thumping sound and very addictive gameplay combine to make this a damn fine game.

CURSE

SHOOT-'EM-UP
MEGA DRIVE
25

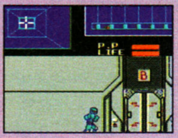
One of the worst games for the Mega Drive. Terrible graphics, abysmal sound and lousy gameplay. In fact, we did find one person in Cornwall who liked Curse, but they refused to be named, and they quickly denied the fact and said they must have got consufed over the title. (Likely story.) Probably not worth buying.

CYBERBALL

SPORTS SIM
MEGA DRIVE
63

Futuristic American football with robots. Two players can compete and a modem mode is included to play from a distance. (And at the speed of the Sega modem, you'll be running up massive phone bills.) Average graphics and mediocre gameplay spoil this though.

CYBORG HUNTER



ARCADE ADV
MASTER SYSTEM
63

The fortress is split into seven areas with five levels on each. In this case it seems that size is no guarantee of quality. The initial areas you have to explore are huge but the action soon becomes too repetitive to be of any real addictive quality.

DANAN: THE JUNGLE FIGHTER

HACK-'EM-UP
MASTER SYSTEM
79

Tarzan style jungle adventure. Danan sets off to find the prophet and after that to find and destroy the evil Gilbas. Danan must first find the Orb, Amulet and Knife of light. Good, if slightly repetitive, jump and hack action over four levels.

DANGEROUS SEED

SHOOT-'EM-UP
MEGA DRIVE
83

Mutant madness is 12 levels of plant-blasting action. The original graphics add to the fast and very addictive gameplay to make it a delight to play. There are also some neat cheats to make the game even better.

DARIUS II

SHOOT-'EM-UP
MEGA DRIVE
87

One for the shoot-'em-up freaks. 12 levels of relentless action with some of the meanest and ugliest aliens you have ever come across. Don't think, just blast 'em. Arcade graphics with furious action.

Beverly Hills Cop 2.

Continued on page 44 ➡

GAME GEAR

The Game Gear is proving to be the most popular of the hand-helds and you can rest assured that it won't be long before Lynx and Game Boy owners will be wringing their hands in jealousy over the superb titles that are coming out for it. Animals are making the big news next month, will Sonic be big enough to take on Donald? Check out next month in SegaPro for those all-important first reviews.

- *Donald Duck* completes his dominance of the Sega scene over the Christmas period with a Game Gear version of his adventures. We just hope it won't be a straight port of the Master System version (like *World Class Leader Board* on page 38) as the graphics will suffer if reduced in size. *Donald Duck* should be a real Christmas quacker at £24.99.

- Get ready for this. You'd better sit down. Okay, deep breath, here we go. *Sonic* is making his long-awaited Game Gear debut. Yes the first champion of the Mega Drive is coming over to give the portable a helping hand. It is extremely unlikely that Sega will get it out for Christmas, so expect it to eat up your Christmas money in January. Normal price, £24.99, for a very abnormal game.

- The arcade veteran *Space Harrier* wings its way to the Game Gear in December. Frenzied blasting action that should keep all the manic Game Gear owners happy for a while. Make sure you move around a lot while playing it so that you get the feel of the arcade machine. *Space Harrier* will cost £24.99 – sick bags not included.

DOMARK PROFILE

Who'd have thought that the makers of *A View to a Kill* and *Trivial Pursuit* would choose Sega as their next line of attack. But after a crucial tie-in with top arcade producers Tengen, top UK software house Domark are now set to take the Sega world by storm.

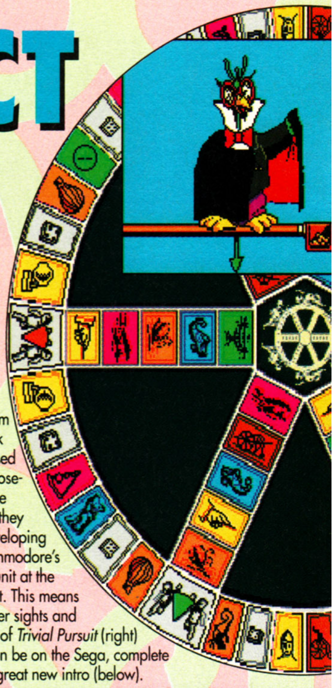
Their first two games, *Super Space Invaders* and *Prince of Persia*, were announced for conversion to the Master System at the beginning of the year, but due to the difficulty of gaining a release slot in Sega Europe's busy schedule, they will both not see the light of day till the first couple of months of 1992.

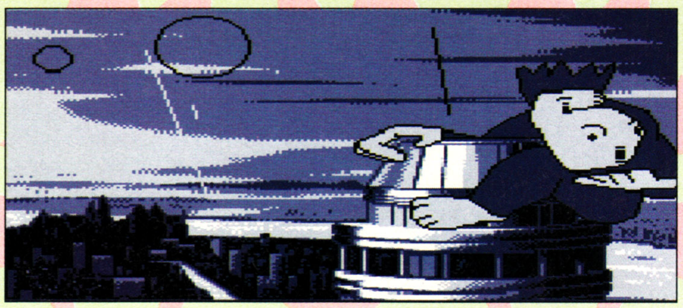
With the development of these two out of the way, Domark's British programmers The Kremlin (?) are now getting their teeth into the Tengen games for Master System, Mega Drive and (cue fanfare) the Mega-CD.

DOMARK

COMPACT DESIRES

During our infiltration of The Kremlin, we had the chance to see other covert projects which had just entered a development stage. Some that particularly caught our eye were based around a CD-ROM system. *Trivial Pursuit, Herewith the Clues* and the start and finish sequences for CD Space Invaders were all being programmed for Commodore's CDTV unit, but Domark admitted they were definitely going to do Mega-CD stuff, and their current CDTV titles would be the obvious choices for conversion.





The forthcoming CD products from Domark are based quite closely on the games they are developing for Commodore's CDTV unit at the moment. This means the super sights and sounds of *Trivial Pursuit* (right) will soon be on the Sega, complete with a great new intro (below).

SUPER SPACE INVADERS

MASTER SYSTEM

Super Space Invaders could easily have become a shambolic mass of flickering, badly animated sprites and little gameplay. But the Kremlin's policy of quality software with no shortcuts has already earned them a worthy reputation in the gaming industry.

The re-vamped *Space Invaders* features loads more levels with a guardian to test your zapping skills in the finale. Each level is interlinked so different paths can be taken to reach your ultimate destination. Sceptics may try to criticize the MS's limitations but have no fear, 8-bit flicker has been completely eliminated to give a game that sports colourful and faithful coin-op backdrops. Just look at the game shots for proof!

As with Mega Drive Space Invaders 90 by Taito, Super Space Invaders features different weapons to smite the aliens with and each level has three waves to defeat before tackling the next environment. It also proves to be a tough cookie to crack, unlike its Mega Drive counterpart. The unique feature of *Super Space Invaders* is the simultaneous two-player option which will extend the long-term playability no end. And let's face it, Space Invaders is a damn playable and addictive game already, so with these extra options you'll be up till all hours of the night trying to get those pesky green fellows!

SCANNER
ALERT

PROFILE

SPACE INVADERS ● DOMARK ● £29.99 ● OUT JAN

DEVELOPERS	The Kremlin
PERSONNEL	Andy Taylor
STAGES	15
CART SIZE	2Mbit
FEATURES	Teamplay

Spaced out, man!

PRINCE • OF • PERSIA

PROFILE

PRINCE OF... ● DOMARK ● £29.99 ● OUT FEB

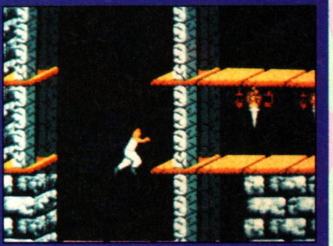
DEVELOPERS	The Kremlin
PERSONNEL	Saurav Sarkar, Matthew Hicks Jim Tripp
STAGES	15
CART SIZE	2Mbit

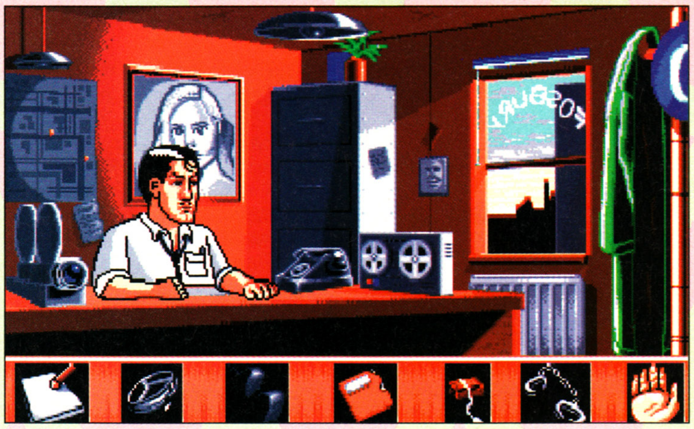
MASTER SYSTEM *Prince of Persia* has been sometime in the making, but the extra months converting it from Amiga and PC to the Master System has been well worth it. As with *Invaders*, there is no flickering and the intro graphics look more suited to the Mega Drive than MS. Animation – the original's pulling point – is also amazing with the central character having a huge number of frames for the different moves. You can watch him crouch, tip-toe across a bed of snakes, teeter on the edge of a precipice and leap with convincing agility.

This looks like being a real treat for MS owners with 15 increasingly hard levels full of enemies and traps. We were able to view the levels taking shape and when you've seen how much time and effort goes into just one flagstone, you appreciate what a mammoth task 15 levels must have been.

Although the 2Mbit cart is jam-packed with graphics and sound, the playability hasn't suffered one iota; it's still the deep, challenging and addictive game as seen on computer.

(A completely trivial piece of information for those who have already played the original is that the frog that helps you in one of the later levels has been replaced by a mouse. Who said programming was boring?)



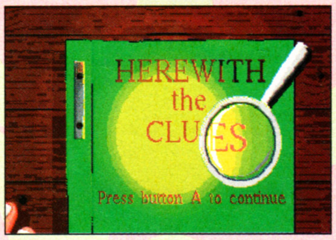


Almost certain are *Trivial Pursuit* and *MiG-29 Fulcrum*.

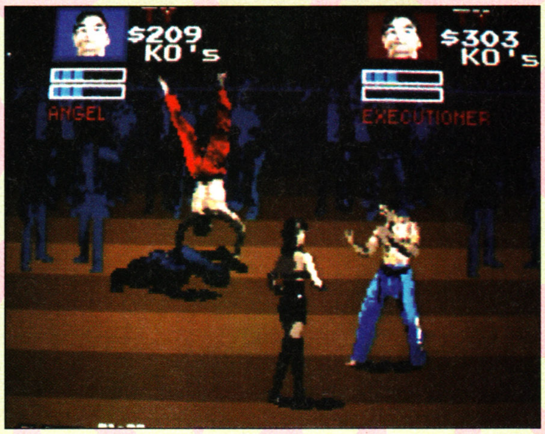
To give you an idea of how a simple game can be improved by a CD storage system we looked at *Trivial Pursuit*. The CD conversion of the boardgame boasts over 8,000 static screens, 150 popular songs and 600 classical music pieces! There is also a mind-blowing, three-minute intro sequence showing the player being sucked into the TV and then shot through the different TP categories. The game also includes a famous character to introduce each section; there is Napoleon for history, Mae West for entertainment etc.

Although deals have not been finalised for other CD products, let us hope that this glimpse of CD games will be soon translated to Sega's amazing Mega-CD.

With each CD game containing as much as 4,400Mbits, the scope for detail and graphical supremacy is obvious. We can only hope the standard of products for the CD market witnessed at The Kremlin will be an indication of what the future holds for Sega owners.



Domark are planning a diverse range of CD games. Pictured on this page is their super-sleuth adventure *Herewith the Clues*. It is only games like these that can truly exploit the Mega-CD's true potential as a massive storage device which makes games more realistic.



Pitfighter smashed into the arcades late last year, and the Mega Drive version from Domark/Tengen looks like doing the same this Christmas. It's only on cart at the moment, but who knows, CD versions of all the top arcade hits can never be ruled out. For instance, there's two versions of *R-Type* on the PC Engine, a normal cart version and a great CD version with arcade music and more levels.

MEGA DRIVE

Just enough room this month to give you a quick round-up of the official Sega games coming out next month for the Mega Drive. Hopefully, we should have reviews of most of them over the next couple of issues so you can see first hand what the Pros make of them. Will we lose our marbles over Marble Madness? Will Buck get Ducked? Find out soon, only in SegaPro.

- Sporting fans will be happy hear that the all-time classic sports collection is being released on the Mega Drive. I speak, of course, about *California Games*. It has appeared on every other format and is at last being adapted for the MD. You can take part in events like surfing, BMX riding, footbagging and half-pipe (skateboarding). The release date is pencilled in for sometime in December. The price for this sporting extravaganza will be £39.99.

- Electronic Arts also have an arcade adventure called *Rings of Power* next month. It features a massive play area and loads of different modes of transport for you to use in your adventures. It promises to be big, very big. If your appetite is being whetted then look out for the review next issue. The price is big, like the game, a whopping £49.99!

- Cartoon fans will go quackers to hear that *Donald Duck* is about to appear on the MD. We had hoped to get a full review in this issue, but deadlines are deadlines so next month you will get to see Donald in all his goofy glory. Save up your £39.99 to spend in December.

- Buck Rogers is set to make a comeback, this time via Sega. But will Tweeky appear? More importantly, will there be some nice, big digitised pictures of Colonel Deering? Oh yeah, Buck will be in there somewhere too, as he travels the solar system in this pure action game. It should be out in time for Christmas, but if you don't want to push your luck with Santa this year (after all, you have asked him for a subscription to SegaPro, haven't you?) then Buck and co will cost you £49.99.

TRY BEFORE YOU BUY AT TV GAMES ON 081 7867816
MEGA DRIVE ● MASTER SYSTEM ● GAME GEAR ● HARDWARE ● SOFTWARE ● ACCESSORIES ● SEE OUR ADVERT ON PAGE 35

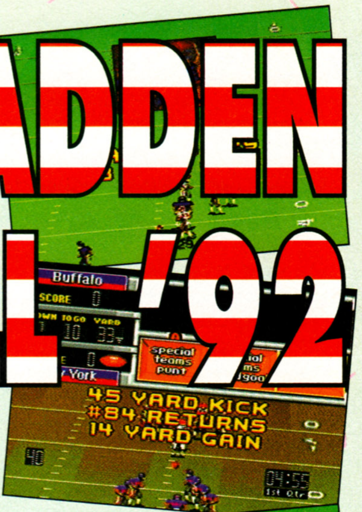
MEGA DRIVE

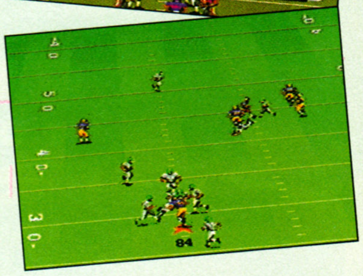
When *John Madden Football* arrived last year, it not only had the critics throwing handstands in disbelief it also saw Mega Drive owners the world over buying the game in their droves. With Christmas just around the corner, the fatman is back.

At the time of writing, the sequel is just entering the playtesting stage and not even the title has even been finalised. The American programmers have called it *John Madden Football '92*, yet Electronic Arts in the UK keep referring to it as *John Madden II*.

Judging by the cartoony graphic on the title screen, old John-boy has gained a lot of weight since we last saw him, but with the fat has come experience which he now shares with you in the form of copious vociferous banter. The whole game is also made more realistic as it follows the guidelines laid down by the EASN, as detailed in SegaPro#1 ProNews.

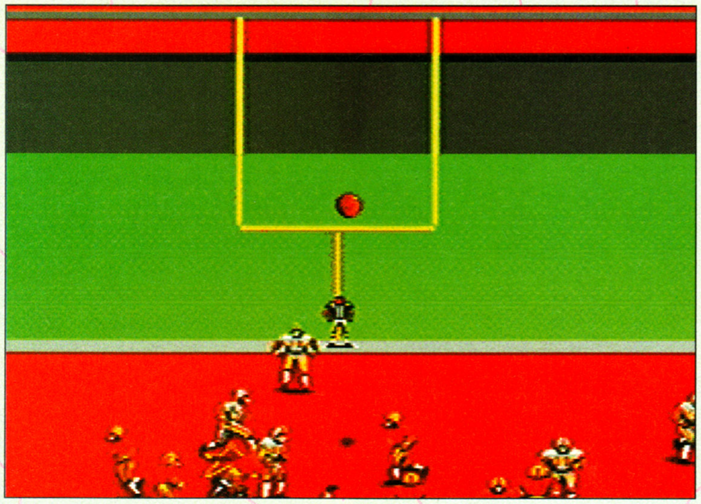
JOHN MADDEN FOOTBALL '92





John Madden Football was quite simply the best sports game ever on the Mega Drive when it came out last year. But as the months have passed, Electronic Arts have just got better and better. The release of EA Hockey a couple of months ago reaffirms the fact that EA are the world's number one sports developers on console. With *John Madden Football '92* they have surpassed themselves. Without dwelling too much on the attributes of the first game, here's a quick rundown of what extras you can expect.

JMF92's options are now extremely comprehensive allowing you to play the normal one- or two-player as well as with team-mates. You can also take part in the EASN (Electronic Arts Sports Network) league on the way to winning the coveted John Madden Trophy – doesn't sound quite as prestigious as the Vince Lombardi trophy, does it?



Field goal! Madden's select squad stood no chance!

ALL MADDEN
AT
CHICAGO
EASN

All the popular teams are included, from the Chicago Bears to the LA 49ers, which ensures all the realism is retained. As you flick through the stats indicating each team's strength, each team's strip is shown at the top modelled on a crouching player.

Apart from the standard options, such as duration of quarter and team selection, *JMF92* offers a new set of choices that set it above other American football games. For a start, you can select whether you want open or dome, turf or grass and even the weather conditions under which the teams play.

For instance, you can play on a pitch sodden with rain water, windy, fine or even snowbound. Each condition affects the state of play considerably with players slipping and sliding in the water or the ball getting blown off course during a crucial passing play.

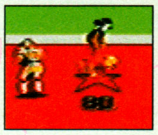
After selecting your teams, you get a short rundown of the strengths and weaknesses of the teams from an animated Madden in the corner of the screen. Funnily, it always seems to start, "It's hard to generalize about the best players in the world, but...". And when the big man speaks, everyone listens.

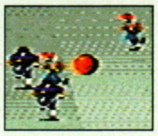
But no matter how polished the presentation, if the game's not up to much then everything else is wasted. *JMF92,* I am glad to report, is superb to play. Not only does it have all the addictiveness of the original, EA have improved on it. Now there's more depth, more game features and bags more playability.

Recreating a complicated game such as American gridiron football is a tough task at the best of times, but *John Madden Football '92* has made it all so easy to play. It only takes a few games to get the hang of it and you will soon be completing 80-yard passes and fake field goals.

A great improvement over the original game is the multitude of special features such as the crowd cheering sequence, showing the rapturous applause and tons of popcorn being chucked about. The sequel also contains humorous scenes during play, like the ambulance that screeches onto the gridiron, runs over everybody in its path, collects the injured player and then roars out of the stadium. I also liked the way you could tackle somebody after the whistle had blown. As in *EA Hockey* this was a useful form of revenge or sadism but it was never penalised – in *JMF92,* though, you lose ten yards to your opponent for "unsportsmanlike conduct"!

After playing *JMF92* nonstop for hours, I can assure you that it is "one helluva game" (as the man himself would say). It contains all the best points of the first game and improves on them with innovative and often humorous touches. This is the most realistic and comprehensive American football game ever seen. Watch out for the review next issue – it's gonna be hot!





PROFILE

JMF '92 ● ELECTRONIC ARTS ● £39.99 ● OUT

DEVELOPERS	Electronic Arts in-house
PERSONNEL	Scott Orr, Richard Hilleman, Michael Brook, Jim Simmons
FEATURES	Teamplay, versus
CART SIZE	8Mbit

John Madden is the fattest character on the Mega Drive.

SUPER KICK OFF

SUPER
KICK OFF

For all you closet Keegans and Linekers, *Super Kick Off* will soon be available on the Master System. The game boasts all the features of the stupendous Amiga game, which is quite an achievement considering the MS is only an 8-bit machine. That said, Anco (the original's programmers) also squeezed out a Spectrum version but that was complete rubbish and not worth a penny, so the great *Kick Off* is fallible after all.

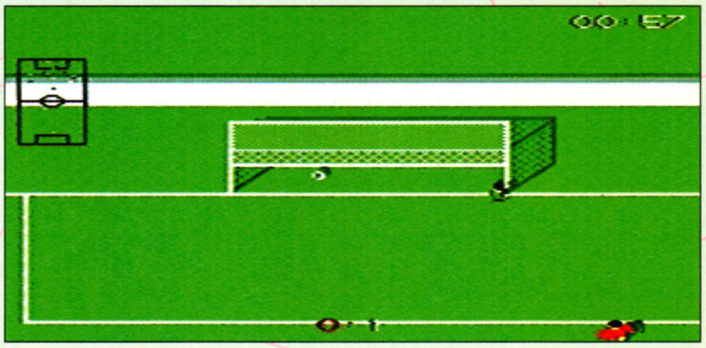
The opening screen is identical to the Amiga's *Kick Off 2.* You get the obligatory one, two and teamplay options, but this version can also be played in eight different languages bringing a truly international flavour to the proceedings.

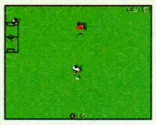
Super Kick Off gives you the chance to play in local or international friendlies and cup games. You can play a one off with a friend or compete against the best teams in the world for the World Cup, entering a stage any time you want. The wealth of options is incredible, allowing you to change the game in every way, you can even design your own kit!

The options screen lets you alter parameters, with the regulars such as duration, league skill, team skill all present. What makes this game different from *World Cup Italia 90* are the features that add the extra dimension of realism to the play. The game allows you to alter the type of pitch from either normal, wet, soggy or synthetic, each one affecting the bounce of the ball and performance of the players. Another bonus feature is the game speed which can be set at 25%-50% faster, and the bias of the referee and wind. Any armchair footballers will know just how much these external factors affect your play and the behaviour of the ball.

SUPER
KICK OFF

Aftertouch (which allows you to curl the ball) is very important in *Kick Off* and it's good to see it retained. During a tense goal rush or sudden death penalty shoot out, it is vital that you should be able to curve the ball around the keeper or ricochet off the posts and go in. With *Super Kick Off,* it is possible to set up some fine shots from the edge of the area, or to flick the ball in off a corner.





Luckily, if you miss an open goal or tackle the opposition badly, there is no angry crowd to invade the pitch and stick you with a Stanley knife – in fact, there is no crowd at all!

Preliminary screenshots reveal the graphics to be incredibly faithful to the Amiga, which, let's face it, isn't that difficult. However, it was the unique gameplay that made *Kick Off* such a hit. From the cart we have played, the game lacks a great deal of playability.

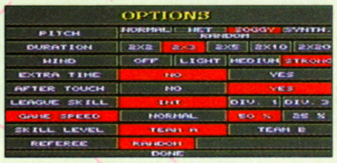
The pitch action slows down noticeably when more than a couple of players are onscreen making goalmouth scrambles painful. With the seemingly endless pitch, and a hopelessly small scanner, finding and scoring in the goal is extremely tough. The fact that the computer-controlled keepers are stupidly difficult to beat does not help. This flaw is enhanced during a penalty shoot out where the keepers will usually save more shots than they let in – this is just not realistic.

Everyone on SEGAPRO considers themselves an expert at Amiga *Kick Off,* so we feel well qualified to comment on this version. The general opinion is that it is not a patch on the Amiga and contains some serious bugs in the playability. We hope there's still time for US Gold to save this great game, but in a rush to release it this year, you may get the wrong kind of turkey this Christmas.

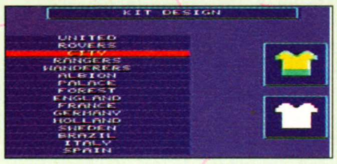
Dodge one man, past another, the crowd screams in anticipation, someone kicks you in the thigh, a desperate effort to bring you down. Only one defender to beat, he leaps, and is gone floundering in the mud...

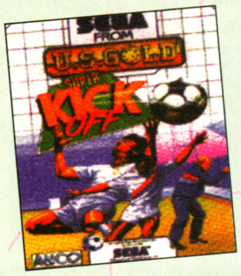
The goal mouth looms ahead, everything is in slow motion as you shoot the ball past the flailing arms of the keeper. The last thing you see as you collapse into a muddy, sweat soaked heap is the ball punching a dome in the back of the net.

The crowd erupts into an almost deafening cacophony of cheers. You see your mother in the crowd. She's shouting: "Damian, your breakfast's ready." You wake up and it's all a dream.



OPTIONS
PITCH NORMAL WET SOGGY SYNTH. RANDOM
DURATION 2X2 2X3 2X5 2X10 2X20
WIND OFF LIGHT MEDIUM STRONG
EXTRA TIME NO YES
AFTER TOUCH NO YES
LEAGUE SKILL INT DIV. 1 DIV. 3
GAME SPEED NORMAL 50 % 25 %
SKILL LEVEL TEAM A TEAM B
REFEREE RANDOM
DONE





Before Super Kick Off has even reached the streets, US Gold have received pre-release orders in excess of 120,000 – a record for US Gold!

PROFILE

SUPER KICK OFF ● US GOLD ● £29.99 ● OUT

DEVELOPERS	Tiertex in-house
ORIGINAL DESIGN	Dino Dini
PLAYERS	2
FEATURES	Teamplay, versus
CART SIZE	2Mbit

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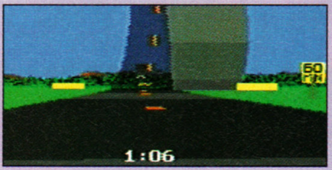
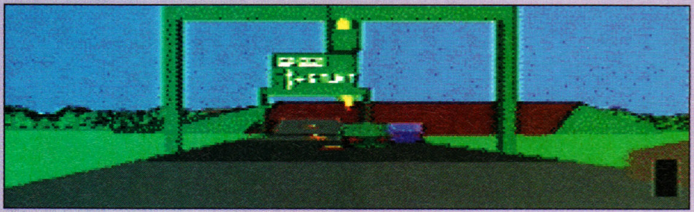
HARD DRIVIN'

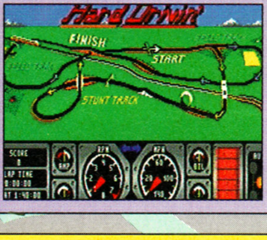
With Domark's recent tie-in with Tengen (see page 20), they have also picked up the rights to release a lot of old arcade conversions that never saw the light of day in the UK officially. For instance, we reviewed Tengen's version of *Klax* last issue and next issue we'll have the official version of the superb *Hard Drivin'* which came out in America late last year.





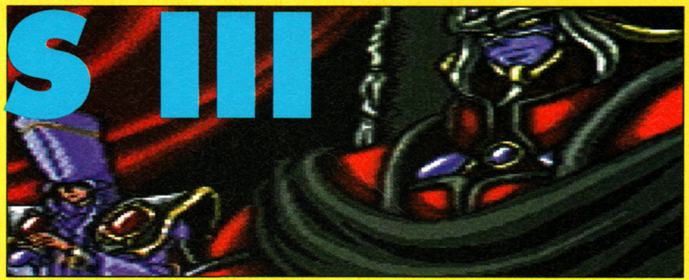
For those of you who don't know, *Hard Drivin'* is a 3-D racing game where you race over two tracks: a normal speed circuit and the spectacular stunt track. The stunt track makes you perform amazing feats of acrobatics on the dreaded loop, the high-speed curve and the drawbridge. The two tracks are interlinked so when you go around you can also see other cars flying around the other track, jumping over your track or going off the road. The speed circuit just requires foot-to-the-floor racing, only letting up for the odd curve here and there.

The computer versions of this were infamous for their bugs, but the Mega Drive version is undoubtedly the best around albeit with a few glitches of its own. The game is all completely ready for release so there should be no problem Domark hitting the December release. Price should be £34.99.

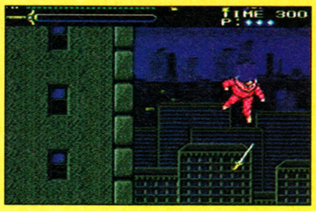


INSTANT REPLAY

VALIS III



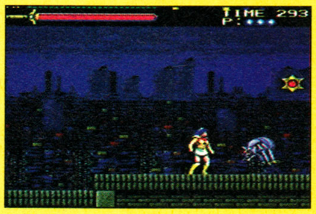
Ubi Soft certainly seem to be making a serious attempt to muscle in on the UK Mega Drive gaming scene. Last month in SegaPro we reviewed *Vapor Trail* which scored a respectable 75% and *El Viento* which scored 89%. This month we looked at *Arcus Odyssey* (page 48), which received a ProYo! award, and *Raiden Trad* (page 58), a respectable shoot-'em-up.



Next month we'll be reviewing the amazing *Valis III,* which we took a sneak peek at this month. Ubi Soft still haven't confirmed a release date for this, only that they hope it'll be out early next year, probably February.

Valis III initially puts you in control of a young woman who has to do battle with a dark lord over several scrolling levels to rescue her girlfriends and rid the land of this evil-doer. The action is your basic hack, slash and jump game with some ornate graphics and sound effects. The action and adventure is interspersed with hundreds of extra screens detailing the storyline and displaying the central characters in various poses.

The price has yet to be confirmed, but you're probably looking at a good £40 because this cart is massive.



Valis III is just one of the many excellent games Ubi Soft are importing next year.

MASTER SYSTEM

With preview space at a premium this month, check out this column to find just what games Sega are releasing over the next month for your Master System. If you want to know what's hot and what's not then find out in the next couple of issues of SegaPro. Will *Kick Off* get ticked off? Will *Donald Duck* get busted by the *SCI* unit? Only the Pros will know...

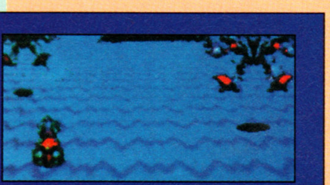
- **Aero-blasting frenzy will be in full flight next month with the release of MS *G-LOC.* This arcade action blast was a smash in the arcades, but how will it adapt to a Master System without the added fun of the 360° spinning cabinet? I guess you could sit on a revolving chair, like we do in the office, and get someone to tilt it and spin it for that extra atmosphere. Anyway, whatever you do, you will have to pay £29.99 for the privilege of doing it.**

- ***Donald Duck* makes his grand entrance into the world of Sega in December. As well as the MD and GG versions, MS owners will also get their chance to try their luck with the duck (and Goofy too!). Lots of action is promised so save up your £32.99 to donate to the Sega Europe fund in December.**

- **Fans of *Chase HQ* will be glad to hear that *SCI* (Special Criminal Investigations) is being released in time to miss the silly software season. With the aid of Nancy you can ruthlessly chase down criminals and dish out justice like Crockett and Tubbs. Unfortunately, you have to pay to help the police, and for *SCI* you'll have to pay around £30. It'll be screeching into your nearest doughnut shop in January 1992.**

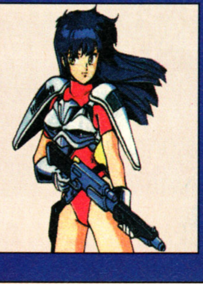
BURNING FORCE

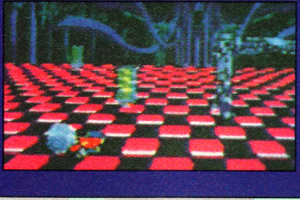
A futuristic police force is the setting for *Burning Force* which gets its official release in December. Your role in this force (or should that be farce) is to clean the city streets of the criminal scum. A familiar storyline, sure, but the way this has been implemented is quite different from something like *ESWAT.*



She back, and this time she's bringing her whip and chains.

Burning Force is basically a clone of *Space Harrier* although the graphics have been slightly improved. In fact the backdrops are pretty impressive usually with a huge metropolis in the distance. The main character is a very attractive young lady, beautifully adorned in leather boots and gloves, with legs that go up to her shoulders. Phew! Er, anyway...





Burning Force came out in Japan late last year, but due to Sega Europe's slowness in picking it up for official release, it looks very dated now. We'll review it in full next month, so don't spend your £34.99 quite yet.

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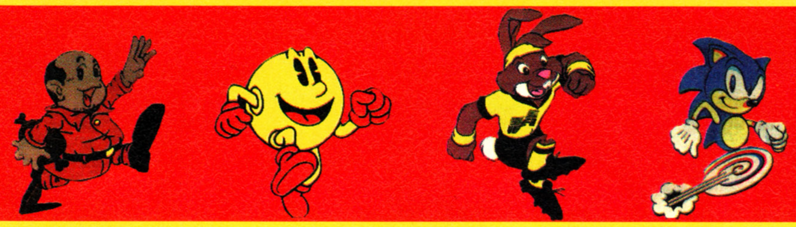

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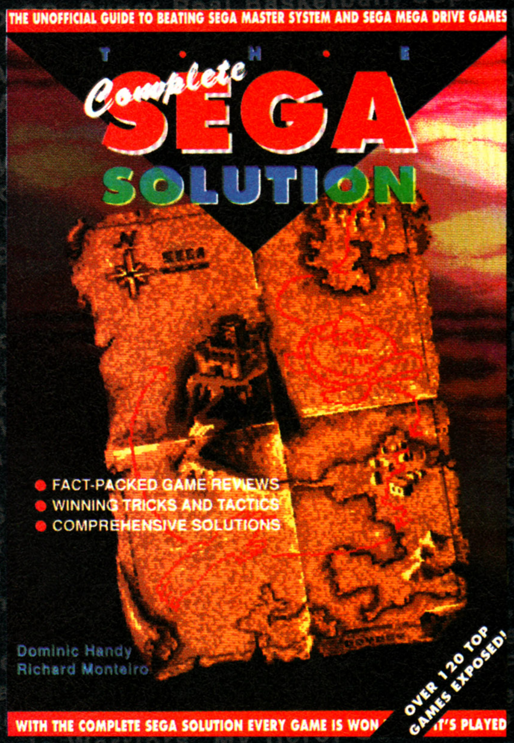
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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resume of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain the importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SEGAPRO offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a reviewer for the day, send you name, address and telephone number to *ProTalk, SegaPro, 7A Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

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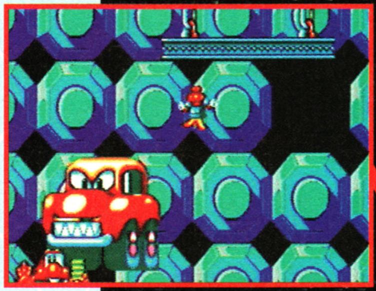
MEGA DRIVE

He's back. The fish with the death wish, top secret agent James Pond, returns to the Mega Drive in his second adventure, and seeing as we must have already used all the bad fish jokes in the preview last issue, you're safe from them this issue.

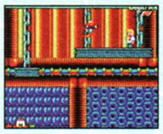
The evil Dr Maybe has come up with his most devious plan yet. He has infiltrated the factories run by Santa Claus and has made all the toy's faces sad. It has been left to F.I.5.H., the Underwater Intelligence Agency, to go in and rectify the problem – and rescue Christmas from disaster.

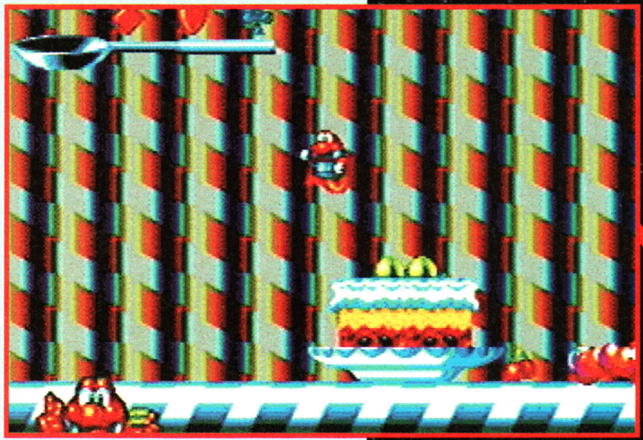
F.I.5.H. send in their best agent, James Pond. The only problem is that being a fish James has a slight problem with breathing on land. To combat this, he is equipped with an armoured "iron gill" that enables him to breathe out of water. So take a deep breath and prepare to save Christmas.



If you like your action a little wacky, then this could be the game for you. Right from the title screen, with the penguins skidding all over the place, you get the feeling that the programmers are a few penguins short of a six pack. Then into the game – wow! The graphics are jaw-droppingly good. Stunning is the only way to describe them; they certainly make a change from the simplified presentation of *James Pond*.

You start off outside a huge castle (and I mean HUGE!) with Pondy waddling around looking for a way in. Go through one of the doors and you will enter a weird and wacky world occupied by giant teddy bears and a whole host of other freaky characters.

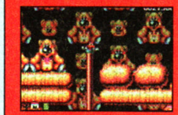


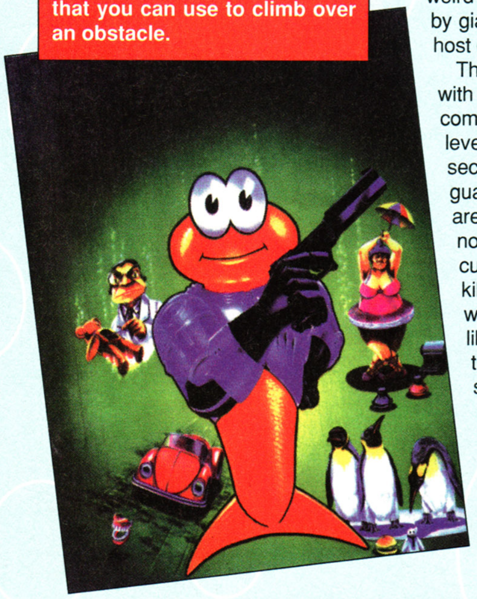


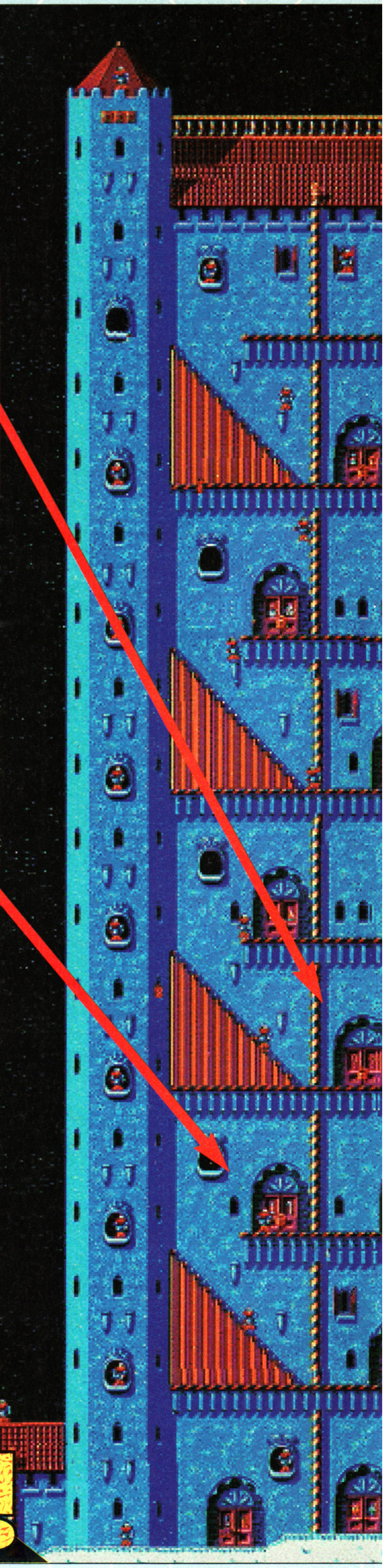
There are at least ten levels, with the added incentive of some completely hidden stages. Each level consists of around three sections, plus the obligatory guardian. But these big guys aren't like your normal aliens, no, these guys are colourful, cute and almost too friendly to kill – almost. But don't worry, with three continues you're likely to get a good sample of the levels during your first session.

The superb graphics, created by Chris Sorrell (*James Pond*'s original designer), aren't limited to the guardians though, for the whole game shows a level of quality as yet unseen on the Mega

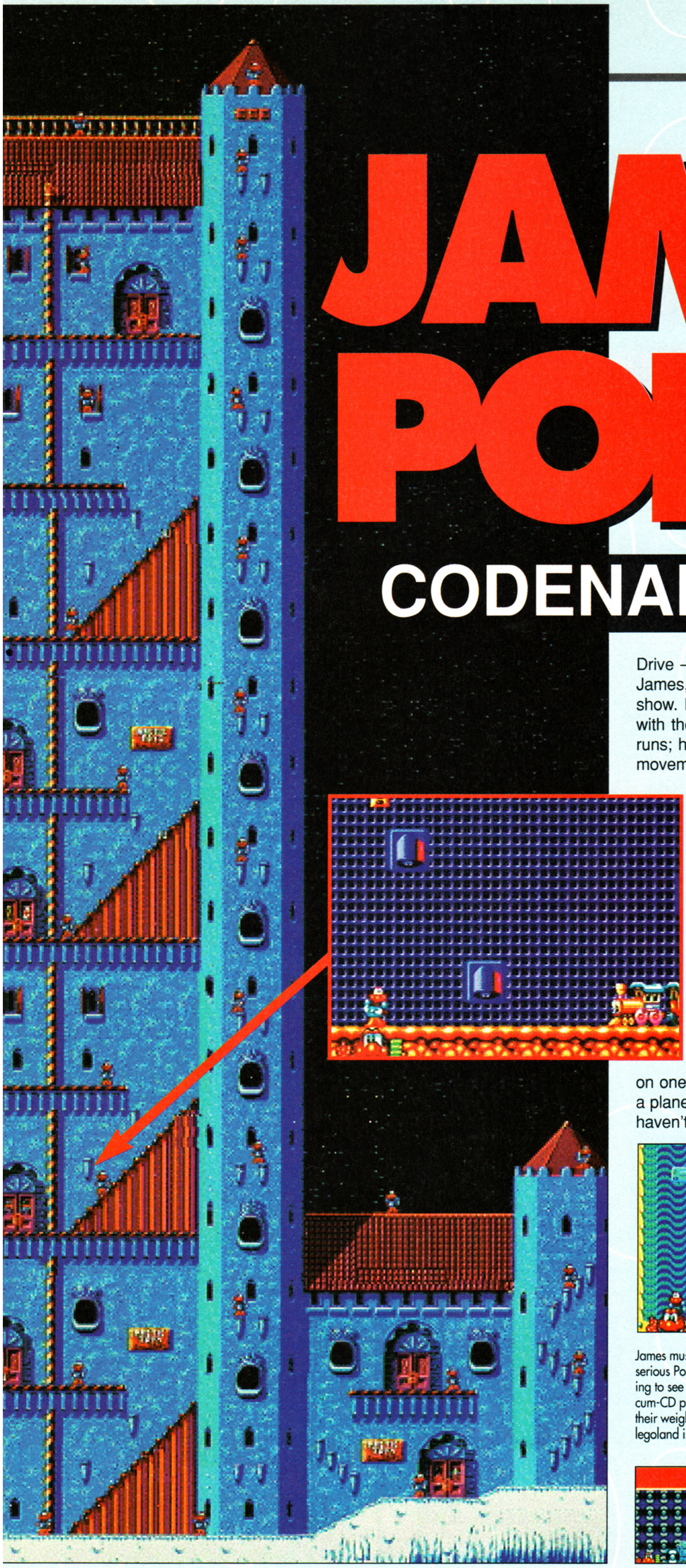
PROTIP If you are stuck and can't find a way down to the exit, try to stretch out your neck. There may be a platform out of sight that you can use to climb over an obstacle.







SEGA pro YO!

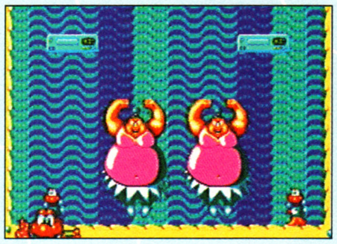


JAMES POND II

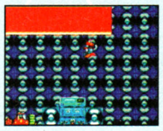
CODENAME ROBOCOD

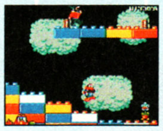
Drive – yes, even better than *Sonic*. James, of course, is the star of the show. He has many different poses, with the cutest effect being when he runs; his whole body is animated for movement, not just his "legs".

Each level of the game is based in a different toy factory, and the graphical style reflects this. These levels range from Mechanical Toys to Classic Games, from Cuddly Toys to Bathtime. Some of the levels have some pretty zany touches in them. One of my personal faves is on the Bathtime level where you jump in a bath tub and float all over the screen picking up bonuses. Also, on one of the early levels you hop in a plane (Codcorde, of course) – well, haven't you heard of flying fish?



James must have been hitting some serious Pond juice last night, he's starting to see double. Use the platforms-cum-CD players to help these two to their weight watchers class. The end of legoland is in sight.





PROTIP The first level guardian (a giant teddy bear) can be disposed of quickly using this method. Wait till you see which side of the screen he comes down on, then jump on the opposite platform and pounce on him. Go to the other side and wait for him to come down and then repeat the technique. Five or six hits will see him destroyed.

regard them as inspired or idiotic, they are undoubtedly original.

Listening to the music that plays all the time is like taking a walk through a fairground. There are always bright, chirpy tunes that sound like they could have been taken straight from one of those old

PROTALK I loved everything about *RoboCod*, from the penguin opening sequence to the enchanted factory with its colourful sweeties. (Marc *Almond,* indeed). The way Pondy's fishy bits wiggle all over the place when he runs and his cute flying goggles make this a game bursting with fun and cartoon action. A great Christmas game.

Name....................KATE BURGE
From........................BRADFORD
Age......................................18
Fave game ....EA HOCKEY
Machine owned...MEGA DRIVE

James Pond IV – The Scales of Justice?

PROFILE JAMES POND II ● E.A. ● £39.99 ● OUT DEC

CART SIZE	4Mbit
PLAYERS	1
STAGES	10+
SKILL LEVELS	1
FEATURES	n/a

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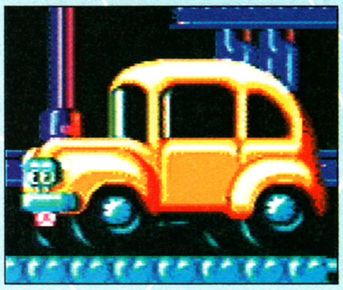


After mercilessly having his MX5 trashed (by a rusty blue Ford Transit, reg...) old Monty turns to our hero James who generously offers him the chance to use his motor. "Uh, no thanks, James, I'll stick to the company 2CV thanks."

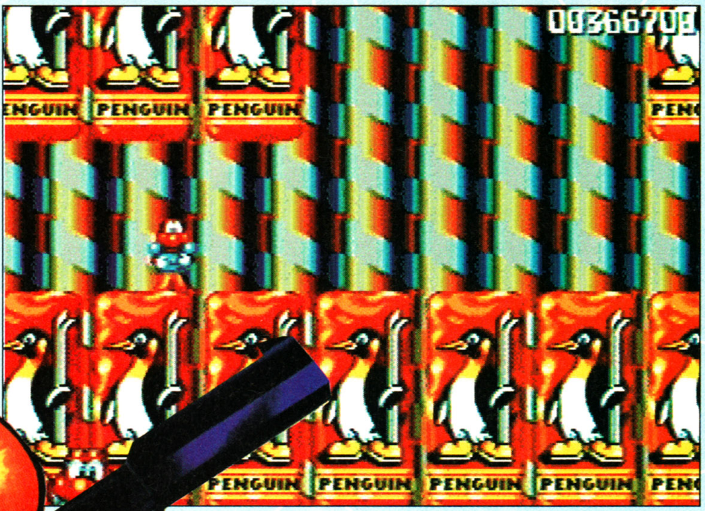
style fairground organs playing in the background. The music was created by EA's prolific Rob Hubbard, although it sounds nothing like we've ever heard from him before.

The actual gameplay is a little simple, but still manages to create enough frustration. All you have to do is jump around collecting objects and then try to reach the exit at the end of the level. The exit is activated by rescuing the poor penguins that are trapped throughout the factories. Because the penguins are often trapped at great heights, James now has the ability to stretch himself to reach those out-of-the-way places. This makes the gameplay very different when combined with the variable jump power.

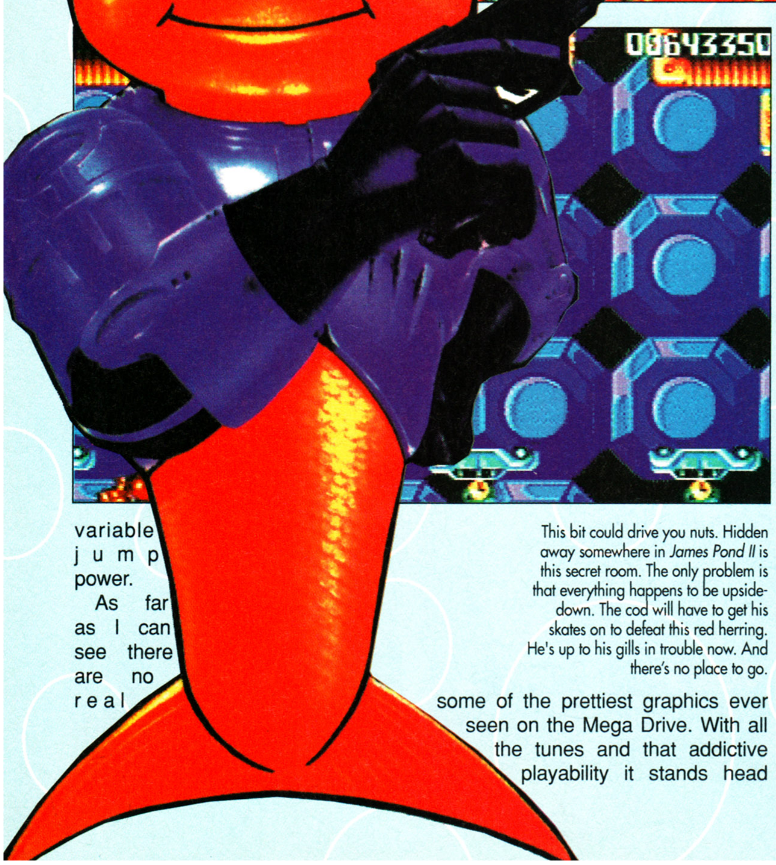
As far as I can see there are no real faults in the gameplay. More importantly, *Pond* is instantly playable and very hard to put down. Some of the levels can prove pretty frustrating but perseverance will always pay off. *Pond II* is visually stunning with some of the prettiest graphics ever seen on the Mega Drive. With all the tunes and that addictive playability it stands head and gills above the rest. And that's no red herring, I can tell you!

Sonic had better look out; his days are numbered. Toyland has a disease, but there's a new guy in town, his name's RoboCod. And he's here to brighten up everyone's Christmas.

● Les "smells fishy" Ellis



Originally EA were going to promote Penguin chocolate biscuits in the game – it didn't work out, but some of the hangovers remain. This level features a problem: there are three exits and as, you will soon discover, they all lead to the same place – back to the start of the level! So now what?



This bit could drive you nuts. Hidden away somewhere in *James Pond II* is this secret room. The only problem is that everything happens to be upside-down. The cod will have to get his skates on to defeat this red herring. He's up to his gills in trouble now. And there's no place to go.

GRAPHICS 96
▲ Absolutely amazing, quality stuff.
▲ Mega-detailed and brightly coloured.

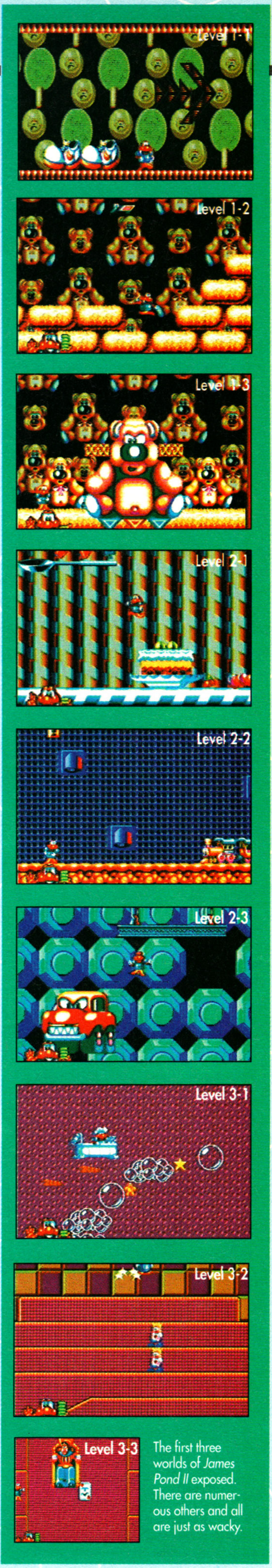
SOUND 92
▲ Great fairground soundtrack.
▲ Loads of cute spot effects throughout.

GAMEPLAY 88
▲ Simple but accurate movement.
▲ Instantly playable, very addictive.

CHALLENGE 90
▲ Huge levels, and loads of them.
▲ Later levels are tough but fun.

Move over *Sonic, James Pond II* is about to be Christmas number one

PROSCORE 95



The first three worlds of *James Pond II* exposed. There are numerous others and all are just as wacky.

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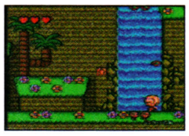
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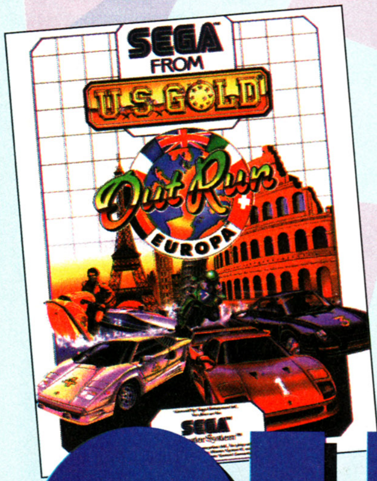
MASTER SYSTEM

OUT RUN

Super agent Simeon Kurtz laughs in the face of terror, treds on the toes of pimples and spanks the bottom of spots – but even he knows that his expense account lifestyle will shortly go down the pan, as will his life, if he cannot retrieve some stolen documents.

"A simple mission!" I hear you cry, and so it would be if the plans in question were not nicked from your Ferrari F40. Now your own agency think you're on the payroll of the enemy and are hot on your trail. Your only chance of a reprieve is to chase the thieves in whatever transport you can find and stop them before it is too late.

Luckily, an absent-minded Hell's Angel has left his Harley lying around with the keys jangling in the ignition. Fortune seems to be smiling on Simeon as you roar off in pursuit of his car, but as the police close in and agents begin taking pot shots from helicopters, you wish you could take a nice safe job in a country bank somewhere.



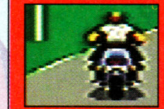
Out Run Europa is the logical progression from the original Sega coin-op. What its predecessor, *Out Run*, lacked was a convincing plot and some decent challenge. *Europa* has both, and I for one am glad that time has been spent on designing the game's features, rather than throwing out a rubbish game on an important licence.

Europa's graphics are clear and colourful. The title screen depicting the logo circling a globe and the horizontal map of the route are all well done, setting the scene for a pan-European high speed jaunt.

The colourful presentation is continued in the actual game. Each country is significantly different, with national monuments and characteristic features dotting the landscape. The sprites are also well drawn with sports cars and aqua vehicles realistically portrayed.

Speed is the name of the game and *Europa* is very fast indeed. The hills and roadside features flash by, giving the impression of actually doing 200kph. Cornering is tough on the joypad and inertia is simulated making driving through chicanes and intersections tough on the fingers. Still, it's all in a day's work for a professional spot spanker.

PROTIP If certain enemies get to ram you, you will lose shield so don't give them the chance. These are what you should avoid: motorbikes (level one), jetskis (level two), red station wagons (level three), boats (level four) and Porsches (level five).



As you would expect, each mode of transport handles differently. The F40 accelerates and corners much faster than the motorbike or Porsche, and this adds to the sense of racing realism.

However, *Europa* is a tad jerky when swerving and I am not convinced that the collision detection is all it should be, but it still retains a playability which is hard to shake. After repeated sessions trying to get to Berlin I still wanted to come back

PROFILE

OUT RUN... ● US GOLD ● £29.99 ● OUT DEC

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

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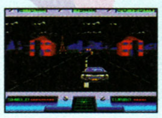
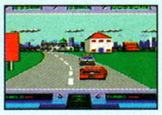
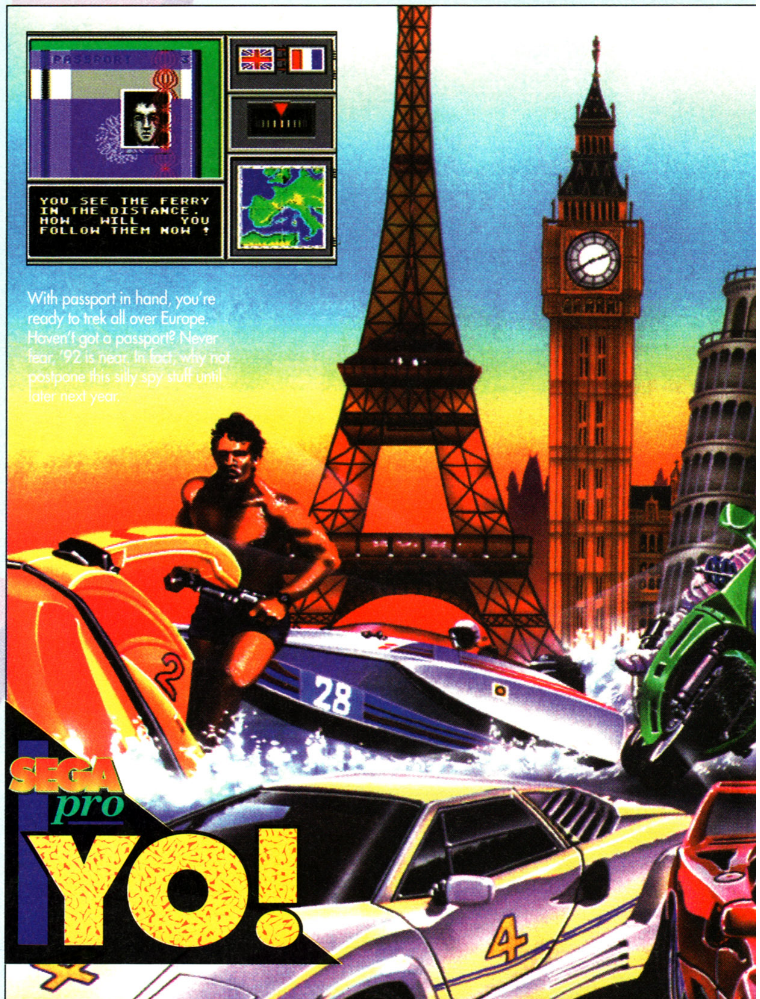
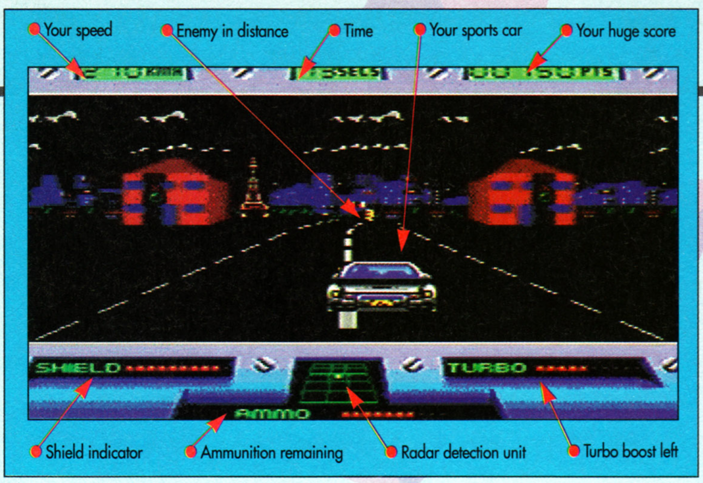






YOU SEE THE FERRY IN THE DISTANCE. HOW WILL YOU FOLLOW THEM NOW !

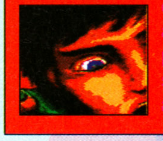
With passport in hand, you're ready to trek all over Europe. Haven't got a passport? Never fear, '92 is near. In fact, why not postpone this silly spy stuff until later next year.



and attempt it once more. Although unnerving, this is undoubtedly an asset.

Despite the fact that the land areas are extremely varied, containing some of the best screens I've seen on the MS, the water levels are repetitive. They contain the same background but with a different main sprite. I was disappointed that after racing across half of Europe, I was confronted with what was essentially the second level revisited. This surprised me because after the variety of land stages, I had expected originality throughout.

PROTIP Use the turbo to evade the cops, and the ammo to dispose of tiresome road hogs and helicopters.

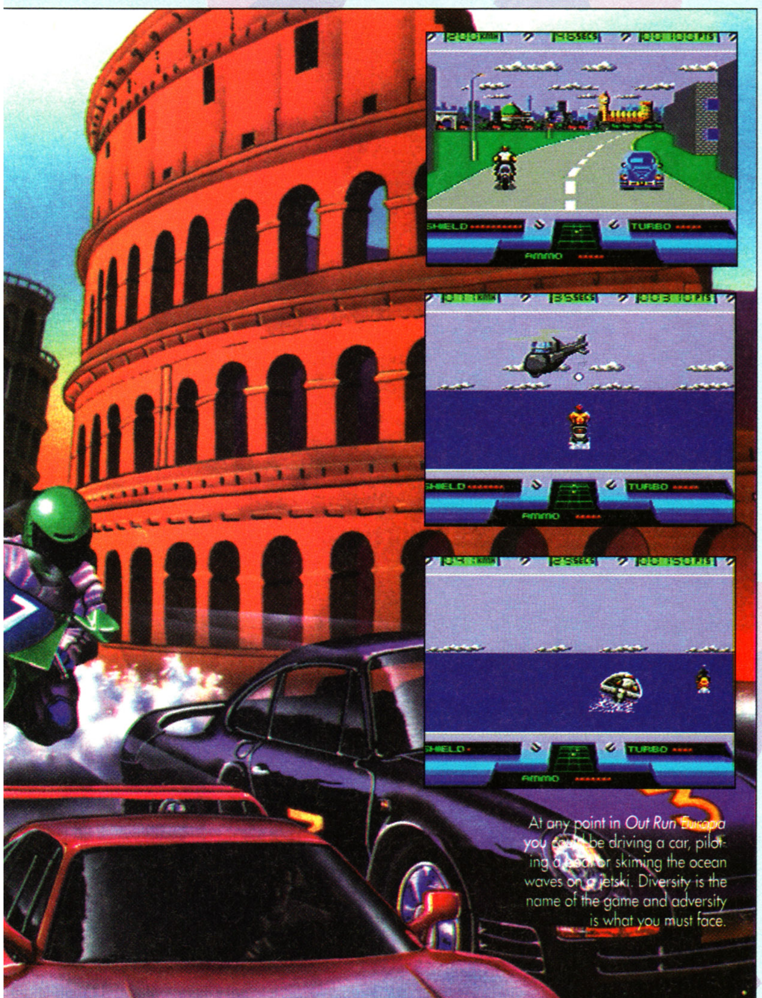


A criticism I will make is that the collectable items are far too easy to mistake for hazards and so I lost most of them in a desperate effort to avoid a head-on collision. My advice would be to make them more obvious by keeping a string of them in one lane, or have a sign to show when they were available. With a game as tough as *Out Run Europa* getting every bonus is essential.

The music is best left buried, consisting of a soulless collection of blips intermingled with annoying "vroom" noises that are meant to be passing sports cars. The in-game effects are as forgettable, I would have liked to have more engine roars and crash noises.

One other point I have to mention is that a Ferrari F40 cannot be stopped dead by a police car – I mean, I've heard of creative licence but this is going a bit far, guys.

● **Damian "Berger" Butt**



At any point in *Out Run Europa* you could be driving a car, piloting a boat or skiming the ocean waves on a jetski. Diversity is the name of the game and adversity is what you must face.

GRAPHICS ▲ Object-filled backgrounds flash by. ▲ All sprites are intricately coloured.	92
SOUND ▼ Diabolical tune becomes very annoying. ▼ Few in-game effects.	56
GAMEPLAY ▼ Collisions are a bit dodgy in places. ▲ Rapid and slick, especially in the Ferrari.	91
CHALLENGE ▼ No skill levels! ▲ Very difficult but compelling.	89
An extremely accurate and addictive conversion of a great race game. **PROSCORE**	91

EUROPA

DARWIN 4081

SHOOT-'EM-UP
MEGA DRIVE
91

Classic arcade conversion. 12 levels of action with no respite. Small graphics don't detract from the overall feeling of the game. There's also some superb use of colour which gives a sort of bas-relief look previously unseen on other Mega Drive shoot-'em-ups. Another great arcade blaster.

DEAD ANGLE

SHOOT-'EM-UP
MASTER SYSTEM
70

The mobsters found George in Italy and kidnapped his girlfriend. Now George must pound his way through six levels of mobsters to find his girl. It doesn't really add anything new to the genre and therefore becomes too boring very quickly.

DICK TRACY

SHOOT-'EM-UP
MASTER SYSTEM
34

There are six levels in total each with its own sub level. The graphics are blurred and the animation is jerky. The poor control method makes the game pretty unplayable. Overall, a bad film tie-in.

DICK TRACY

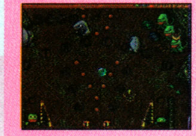
SHOOT-'EM-UP
MEGA DRIVE
76

BIG BOY'S MEN SEEN DOWN AT THE TRAINYARD!
I'M ON MY WAY!
STAGE 1 SCENE A1
TRACY GETS INFORMATION

The best version of this game – although that's not difficult. There are some superb graphics that look just like the characters from the film. The sound's not too bad with mildly addictive gameplay which loses it after a while. A decent film tie-in compared with other MD ones.

DINOLAND

PINBALL
MEGA DRIVE
81



Okay, so Devil Crash will probably end up as the overall pinball wizard, but till it's released Dinoland will provide many hours of table-tilting fun. The table is made up of two full screen sections, and the backgrounds change as your points tot up. Impressive, but soon tires.

H-reg Citroën AX GT (Dominic), H-reg tricycle (Richard), J-reg Hi-tech (Les).

Continued on page 45 ➡

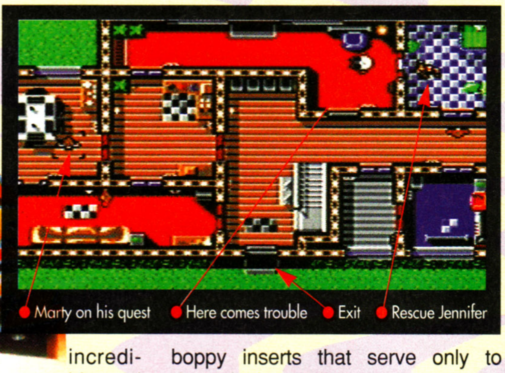
BACK TO THE FUTURE II

While on a trip to the future in Doc Brown's DeLorean time machine, Marty McFly purchased a sports almanac to win vast fortunes on future races when he went back in time. However, before they had time to return, Biff's grandfather stole the book in the hope of making his grandson some money and therefore himself rich.

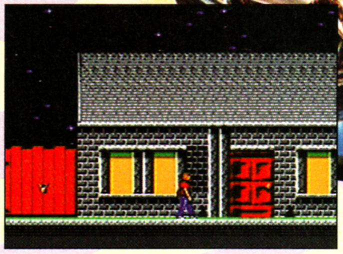
With the possibility of space and time collapsing in a cataclysmic time line failure – "Don't mess with the future, Marty!" – Marty and the Doc must recover the book and restore everything to normal.

The action takes the pair all over time. They first get involved in a car chase through Hill Valley's streets. After that they have a run-in with Biff, then rescue Jennifer from the cop shop and finally return to 1985.

Back to the Future II is supported by a massively detailed and colourful front end. The logos are crisp, well defined and identical to those in the films. It also contains a short graphical sequence showing the DeLorean taking off and rocketing into the future, and then Doc and Marty discussing the mission next to the car. For the MS, these graphics are incredible and make full use of its capabilities, but this promising start is completely ruined by the actual game.



BACK TO THE FUTURE



Although *Back to the Future II* boasts some fine graphics and animation, the gameplay has been left somewhere in the original. Best wait for *Back to the Future III*.

The first level contains simple, blocky graphics that shame the opening screens. The obstacles lack action and look tame and bland. I hated the way that every character seemed to contain only one or two frames of animation causing them to appear jerky and unrealistic.

Collision detection remains consistently abysmal on all levels and many times I lost energy for no reason. As everyone knows, if the game doesn't play fair then you soon get disheartened and chuck it back on the shelf.

8-bit flicker is also evident on most levels, especially the spectacular clash on the first car and many characters throughout the game. The game tune is an extremely quaky version of the theme tune with bippy, boppy inserts that serve only to degrade the original score.

Apart from the delightful opening graphics, *Back to the Future II* holds nothing to addict or inspire any gamesplayer, even if they are avid devotees of the films.

● Damian "Great Scott!" Butt

BACK TO THE FUTURE II

PROFILE

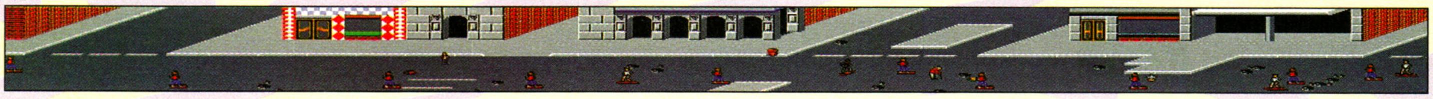
BTTF II ● IMAGE WORKS ● £34.99 ● OUT NOW

CART SIZE	2Mbit	SUPPLIER
PLAYERS	1	Image Works
STAGES	5	Irwin House
SKILL LEVELS	1	118 Southwark Street
FEATURES	n/a	London
		SE1 OSW
		✆ (071) 9281454

GRAPHICS	▼ Game graphics are mostly uninteresting. ▲ Incredible opening screens from film.	75
SOUND	▼ Dodgy rendition of theme. ▼ Hardly any notable effects.	41
GAMEPLAY	▼ Bad collisions make it unplayable. ▼ Levels are much too short.	31
CHALLENGE	▼ Unfair play means hard levels. ▼ You will not play it for long.	35

Wait for *BTTF III*, it's rumoured to be much, much better.

PROSCORE 42



What do you call a time-traveller with egg on his face? Marty McFry.

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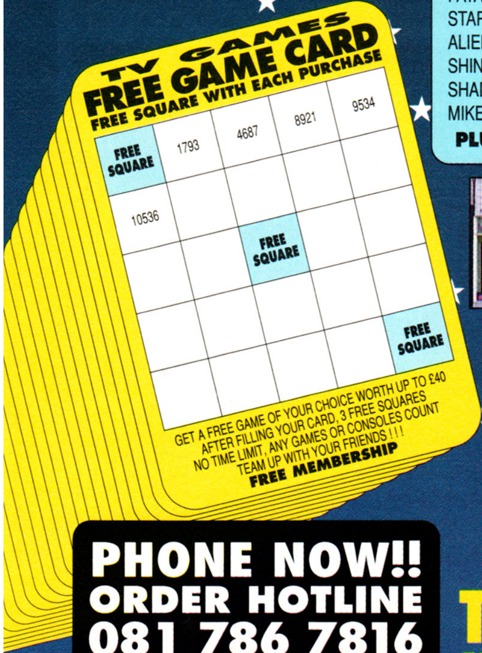

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Before you could say "diplomatic incident", a group of African revolutionaries kidnapped a former US president on a peace mission to the country of Zutura. The situation is very sensitive, so the CIA hire you and your pals in the elite Mercs corps to lead a covert operation to fly into foreign territory and rescue the ex-pres. Your secret organisation is made up of ruthless mercenaries and guerrillas; it was formed as the ultimate anti-terrorist force.

As you smear the camouflage paint onto your face, you think of the overwhelming odds you face. Chances are you will never get out alive!

Remember the Mercs motto: If it moves, kill it.

Just when you thought there couldn't be another *Ikari Warriors* clone, *Mercs* enters the devastation. In fact, to be completely fair, this is actually *another* "official" follow-up to *Commando* as *Mercs* is known as *Commando II* in Japan. And the MD version of *Mercs* not only contains the arcade conversion of Capcom's *Mercs*, but also the *Commando* original which came out all those years ago.

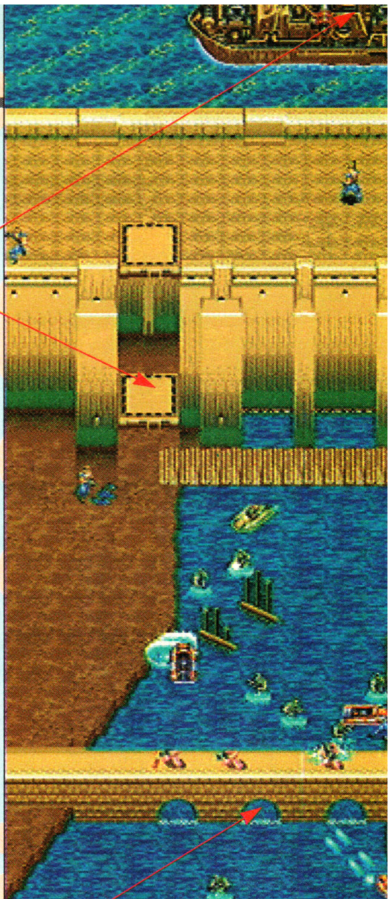
Mercs begins not with a bang, but with silence, and I for one was disappointed. No pounding soundtrack, just a massive *Mercs* monolith.

The sound it seems has been saved for the game, where you get 34 tunes and 34 sound effects, all reminiscent of the old arcade machines. But that is their problem, they all sound as if they've been played on furry old guitars and worn out synthesizers. The actual gun noises and explosions are adequate but not as Earth shattering as you might expect. For a game sporting mouth-watering graphics, the sound leaves a lot to be desired.

To set the scene on both game variations, original and arcade, you get a few neat screens detailing the plot, and exactly why you have to kill thousands of people and inflict immeasurable amounts of damage to property. This can be skipped passed and you can get straight into the game.

The original game is just like everyone remembers it. The trees surround your vertical assault through the forests and towns of Germany. All

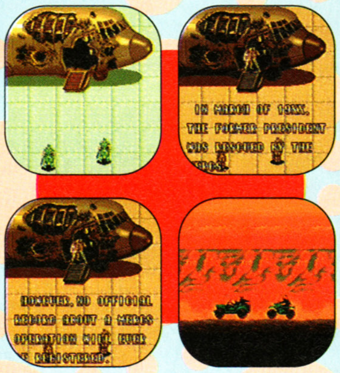
PRO TIP Don't get stuck with the flame-thrower when battling heavy weaponry. The guardians take some killing and flames against a Hind is like water off a duck's back.



Dodge the bombs and then run from side to side, shooting and using mega crush to avoid flamethrower

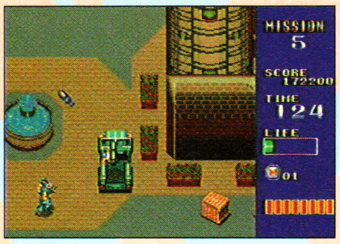
Use the lift to reach the dam

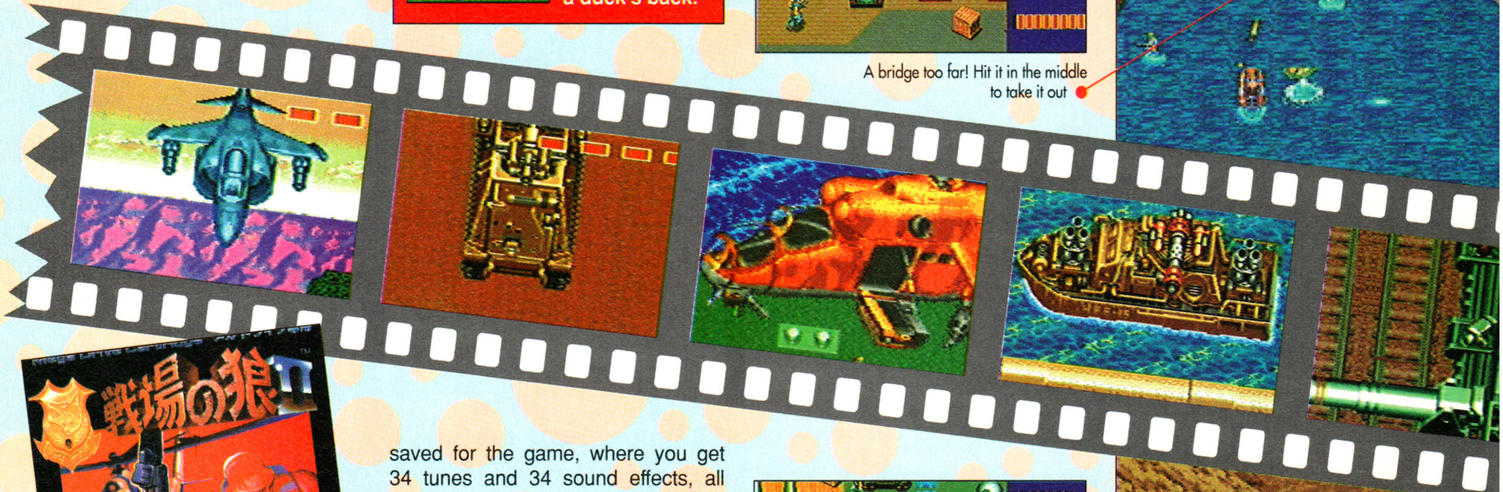
A bridge too far! Hit it in the middle to take it out



IN MARCH OF 19XX, THE FORMER PRESIDENT WAS RESCUED BY THE MERCS.

HOWEVER, NO OFFICIAL RECORD ABOUT A MERCS OPERATION WILL EVER E REGISTERED.

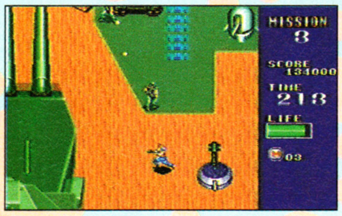




The Russian Hind helicopter is known as the Havok by Western pilots.

戦場の狼 II
SEGA

Mercs is available in Japan. However, it's not called *Mercs* over there! It's called *Commando II*. Don't ask, why? Don't ask, who? Just accept it. To avoid confusion, the infamous importers are selling it as *Mercs*. We got our copy for just £35 from the inimitable *Console Concepts* at *223b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS*. Tel: (0782) 712759. *Mercs* is also available in the States, but it doesn't matter which version you get as the cart's "machine sensitive". (That is, it will automatically display the title screen as "Mercs" and the storyline in English if your machine is properly configured for the UK.)



You'll soon be onto the third level of the Arcade game of *Mercs;* this game is so easy, your sister could play it.

PROFILE

MERCS ● SEGA ● £39.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1!
STAGES	9 (a) 8 (o)
SKILL LEVELS	3
FEATURES	n/a

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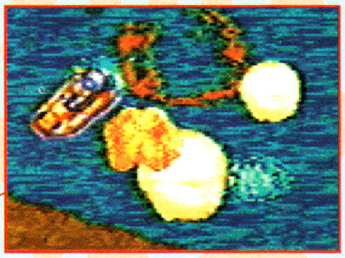
MERCS



Enemy boats fire guided torpedos

the landscapes have been changed – and shortened – and you now get a massive piece of military hardware at the end of a stage instead of the old onslaught of thousands of little Germans. The odd forced perspective is kept, and subsequently along with it the frighteningly accurate collision detection. Your task is not eased by the solitary life that is bestowed; this soon disappears.

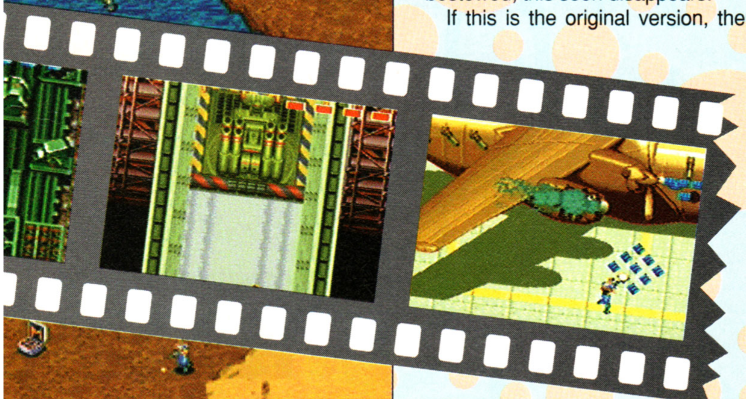
If this is the original version, then judging by the *Mercs* arcade section we haven't progressed much. Visually, they both look similar with an identical viewing perspective. But the arcade stages are even quicker to complete, and the collision detection more generous. You even get five continues in this variation, and the level's end machinery presents little problem to any soldier armed with the correct weapon.

The power-ups and different types of weapon are brutal, with the flame-thrower taking the *Mercs* prize for extreme carnage. I liked the way each soldier burned away to ash when the flames touched them. There's also the great *Mercs* feature of stealing an enemy jeep and mowing down the enemy. These little variations make it that bit more interesting than other *Commando* clones.

My only main worry is that anyone who's played either the coin-op or computer version will be extremely disappointed to not find a two players onscreen option. This doubled the fun value of *Mercs* and is a severe omission.

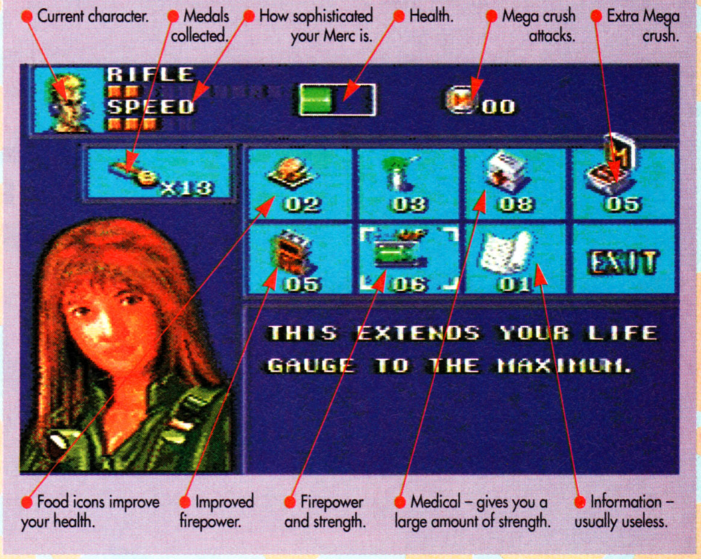
But there's plenty of challenge here, with the original game being far harder than the arcade option. Anyone who completes this during the first day's play should call themselves Jazza and buy a rugby shirt...

● Damian Butt



Destroy huts to stem a flow of soldiers

On the original version you only have one life per character, you find other mercenaries in tents dotted around the warzone. Inside you get to spend all the medals you've collected on useful items.


● Current character.
● Medals collected.
● How sophisticated your Merc is.
● Health.
● Mega crush attacks.
● Extra Mega crush.
RIFLE
SPEED
00
X13
02
03
08
05
05
06
01
EXIT
● Food icons improve your health.
● Improved firepower.
● Firepower and strength.
● Medical – gives you a large amount of strength.
● Information – usually useless.

THIS EXTENDS YOUR LIFE GAUGE TO THE MAXIMUM.

***PRO*TIP** Save your rockets for the big guys. The first massive Harrier jump jet can be destroyed with three hits – but two missiles and a short burst of fire is just as good (especially in Original mode).

MISSI
5
SCORE
TIME
LIFE
01

Over halfway in the Arcade section and things are starting to get a bit challenging (at last). Massive jeeps now trundle onto the screen, and if it says Enter, you can jump inside of one and drive around blasting the enemy. Your life's running low, so watch out.

GRAPHICS ▲ Identical to the coin-op in every respect. ▲ Large, varied machines add surprise.	87
SOUND ▼ An instantly forgettable and grating tune. ▼ Very boring effects.	56
GAMEPLAY ▼ No two-player mode! ▲ Blasting fun with no pretensions.	72
CHALLENGE ▼ Arcade option is too short and easy. ▲ Original game is a real test.	75
Gorgeous graphics, but lack of gameplay soon tires the old format. **PROSCORE**	74

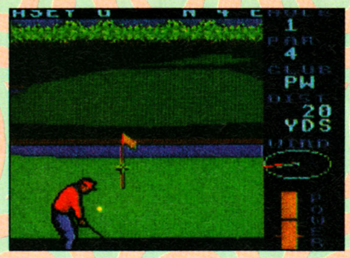
Guerrilla is a Spanish word meaning "little war".

WORLD CLASS LEADER BOARD GOLF

It's all square on the final hole. Les "dropped one" Ellis looks anxiously on as Damian "sandy" Butt lines up the putt. After a lightning escape from the bunker, Butt has only a two foot putt for victory. Meanwhile, Ellis is struggling on three over after shooting one into the drink. The atmosphere is tense, concentration is the key to success, but the wind has picked up and could affect the state of play. Butt selects the putter and tests the wind direction. He taps the ball towards the curve of the green, it rolls, falters and crawls the last few centimetres to the hole…

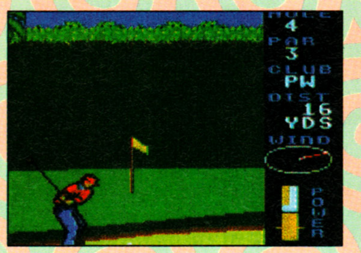
Yes, it's there! Victory for the newcomer, and a rapturous applause from the crowd. Butt sees his mother in the crowd. She's shouting, "Damian, it's time for breakfast!" Oh, no, it's all a dream.

Love it or loathe it, the Game Gear, like every other console, was eventually going to be inflicted with *Leader Board*. The control method and all options are identical to the MS version reviewed last issue. The good news is that the incredible speech has been recreated and now GG owners can laugh at the game's sarcastic comments. (Landing in the bunker gets the response "No doubt about it, that's deep in the sandtrap.")



In the Game gear version of Leaderboard you can choose from three of the world's most challenging courses – St Andrews (the most revered course in golf), Doral Country Club (Florida's blue monster) or Cypress Creek (the largest and finest in Texas).

The graphics are good – as always – but each course takes a while to set itself up. The golfer swings his club in one fluid movement and I was glad to see the speed and graphics had not suffered in the translation.



Assuming you manage to master the three world class courses at St Andrews, Florida and Texas, you can take on e ultimate in golfing challenge – the custom-deisgned Gauntlet Country Club. It's tough, it's rough and it'll take a lot to beat.

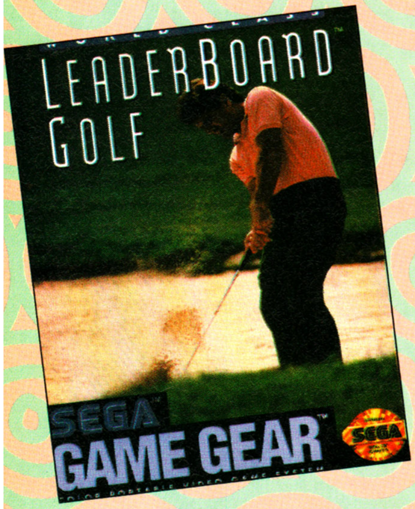
Leader Board is the supreme golfing simulation that all serious enthusiasts will turn to over arcade style games such as *Super Golf*. With the realistic feel of the courses and many clubs and courses to suit all players, *World Class Leader Board* is second to none for detail, but it lacks sheer playability.

One major disadvantage is that with certain small distances, you can only revert to the putting wedge which overshoots even without power. The end result is that you can knock the ball over the green and then hit it to exactly the same spot each time. The only way to combat this is to give it extreme hook or slice to curve the ball back towards the hole. When you're in a match where every shot is crucial, this can be incredibly annoying.

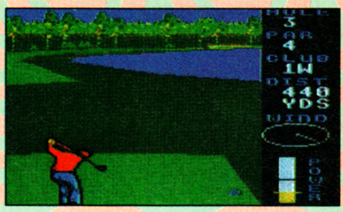
This is a major flaw, but *Leader Board*'s only one. With three golfing games on the GG, you pays your money and takes your choice.

● **Damian "Bunker" Butt**

PROTIP For the best effect, use a wood only on the fairway. If you're in the rough get out an iron. Above all, never ever use a wood in the bunker. Even if you are miles away, all this will do is cause a downpour of sand and the crowd to laugh at you – not to mention the patronising commentators.



Although World Class Leader Board was written in Manchester by Tiertex, the game actually appeared in the US first. You can get the American version from Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759. Life membership to the American Leader Board club is just £24.



You'll experience all the excitement, realism and skills of world class golf as you must rough it through sand traps, trees and numerous water hazards.

PROFILE

WC LEADERBOARD ● SEGA ● £24.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	4
STAGES	4x18
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Sega Europe
14 Portland Road
London
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✆ (071) 7278070

GRAPHICS 81
▲ Colourful and detailed courses.
▼ A straight MS port.

SOUND 83
▲ Superb sarcastic speech (sonny).
▼ Minimal effects and irritating tune.

GAMEPLAY 72
▼ Initially very hard for beginners.
▼ Small graphics hinder precision play.

CHALLENGE 84
▲ 72 holes at three difficulty levels.!
▲ Easy to progress over many months.

Tough 'n' tricky; should present a real challenge for ardent golfers.

PROSCORE 81

How does Nick Faldo avoid the rough? He doesn't sleep with his wife! (Only joking, Mr and Mrs Faldo.)

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F-2
INTERCE

Tension is rising all over the world. Certain political leaders are becoming too big for their boots. Threats and counter threats are coming in from all sides. The world is on the brink of a third global war unless someone can restore the peace.

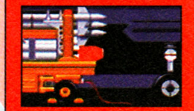
As head of the UN peacekeeping force, it is up to America to enforce a strict code of operation through these tough times. But, as usual, a few countries are pushing their luck and the Yanks have decided to send in their Lockheed F-22 ATF to sort it out. As NATO's top pilot, the Americans have handed this amazing feat of new technology over to you.

Your missions will take you all over the world, but your objective is simply to get in there, alleviate the problem, and get out before anyone can say "international incident".

The world's in turmoil, its future lies in your hands. (God help us!)

Flight sims on the Mega Drive? Er, shurely shome mishtake. The Mega Drive's only good for shoot-'em-ups and RPGs, you'd have thought, but no, Electronic Arts have yet again confounded the critics and produced the impossible. Yes, every normal flight sim feature is included, all wrapped up in lightning quick 3-D to make this a perfect adaptation of the Amiga's F/A-18 Interceptor.

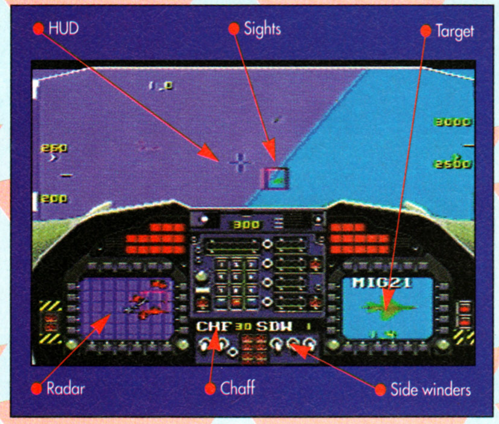
PROTIP Learn to remote pilot the TV-guided missiles as they are more powerful than any others. One of these missiles is enough to take out a whole building. They're expensive though, so use them sparingly.

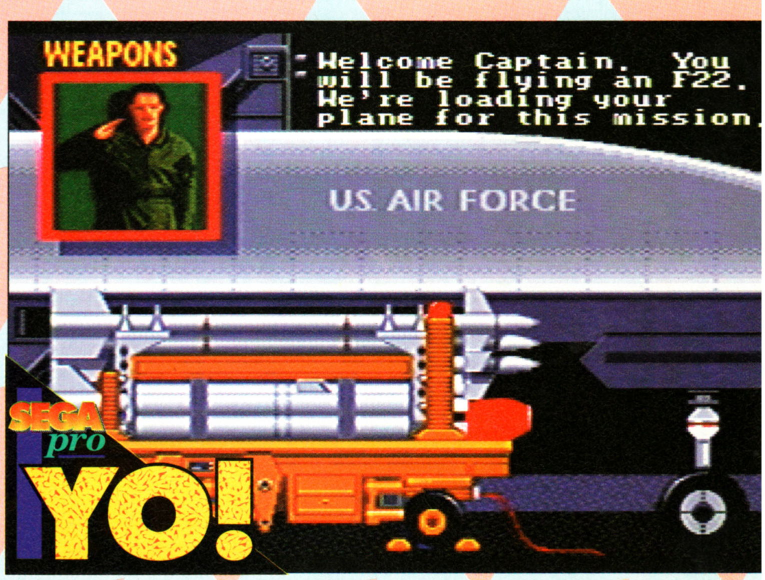


For a machine that hasn't received many vector games, EA have done an amazing job with the Mega Drive. Zooming low over the landscape is pretty hair-raising, especially if you have a MiG on your tail and a couple of SAM sites ahead of you. But that's no trouble for the cool pilot, because this accurate simulation has a bevy of missiles and anti-missile equipment. All this is viewed from a superb cockpit, which actually gives you a decent view of the outside without cramming the screen.

The internal and external views are handled very well. There are also extra views, like those from the nose of a guided missile, which bring the game bang up to date and enhance the atmosphere.

There are over 100 missions to be flown against land, sea and air targets all



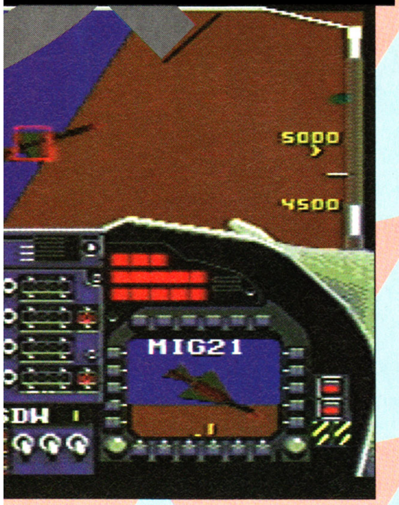


Welcome Captain. You will be flying an F22. We're loading your plane for this mission.

With *F-22 Interceptor*, you get all the latest arms from the USA's weapons store. Before each mission, your plane is equipped with missiles, flares and chaff. The amount you carry stays exactly the same for every mission – you don't even have to worry about weighing down your plane.

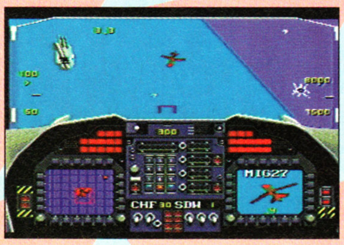
2

PTOR



Keep a cool head and those Soviet-built MiGs will soon start dropping like flies. And flies are just what they act like as they stick to you like you're...

PROTIP During play, press B and C together to access a screen that enables you to change the gameplay options, allowing you to have unlimited missiles, invulnerability, etc.

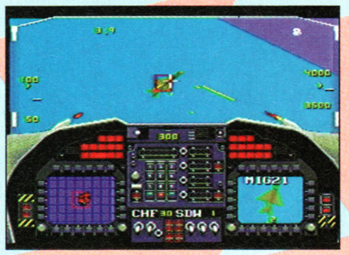


portrayed in super-fast 3-D. Unlike some flight sims, though, these aren't restricted to one part of the world; one day you could find yourself fighting Saddam in Iraq, while the next Gorby could be thanking you for saving the Soviet Union. Real Pros should go for the Aces Challenge, though. Here you will take on teams of enemy fighters in a head-to-head challenge.

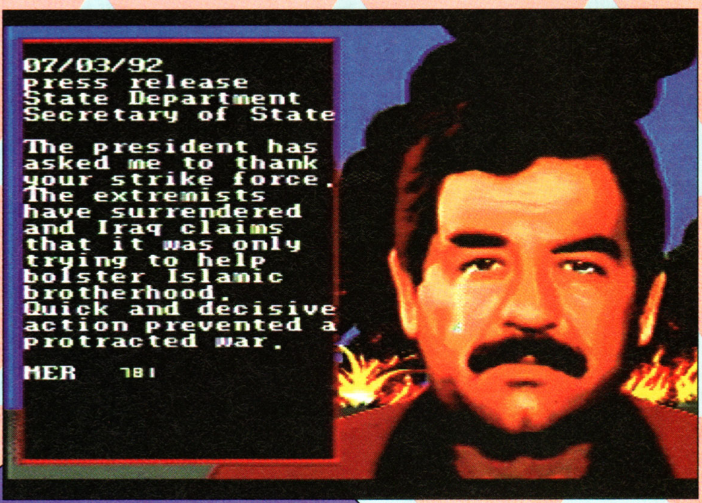
Admittedly, F-22 isn't as complex as some flight sims on computer, but for sheer addictive playability this is unbeatable. Sure, the amazing range of graphical effects help, but ultimately it comes down to the superb control method. While it feels realistic, it does not require pixel precision and loads of over-compensation.

This is the first true flight sim on the Mega Drive and it'll be tough to beat. It's true that MicroProse may be entering the Mega Drive screen soon with conversions of their top flight sims, but yet again, EA have got there first to breathe a fresh genre into the Mega Drive. Good on 'em.

● **Les "Iceman" Ellis**



The MiG is in your sights – but so is the ground. As any Top Gun fan will know, the Americans struggled in the fight for air supremacy till the more manoeuvrable and quicker F-22 took to the skies.

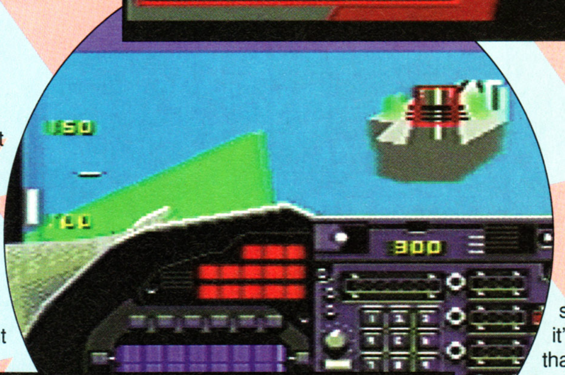


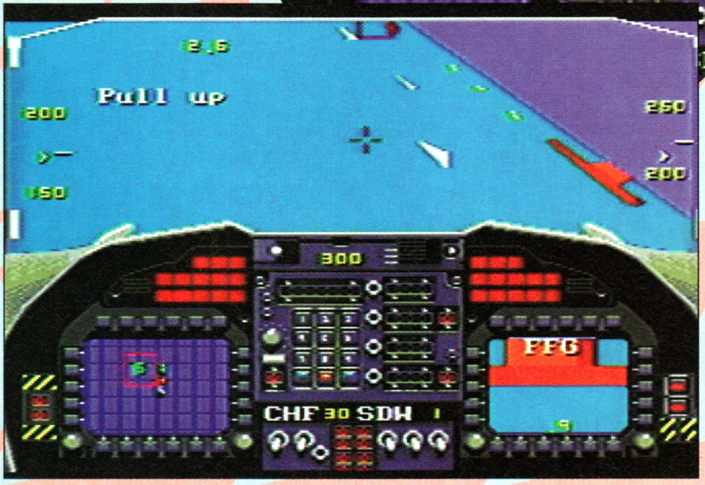
07/03/92
press release
State Department
Secretary of State

The president has
asked me to thank
your strike force.
The extremists
have surrendered
and Iraq claims
that it was only
trying to help
bolster Islamic
brotherhood.
Quick and decisive
action prevented a
protracted war.

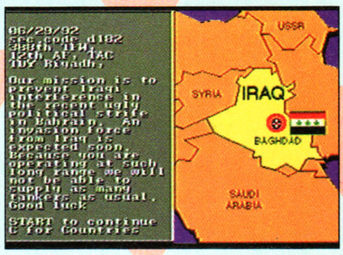
MER 781

Ha! Sod you, Saddam. As Baghdad burns in the distance , Saddam sheds a tear for the brothers who have lost their lives – and nuclear missiles...





Woooooaaaaaaahhh! I've heard about a close landing, but this is suicidal! Even the stupidist pilot knows that your wheels are supposed to be closer to the ground than your nose. Either pull up now or prepare to meet your maker.



06/29/92
sec.code d182
388th TFW,
12th AF, TAC
TDY Riyadh,

Our mission is to
prevent Iraqi
interference in
the recent ugly
political strife
in Bahrain. An
invasion force
from Iraq is
expected soon.
Because you are
operating at such
long range we will
not be able to
supply as many
tankers as usual.
Good luck

START to continue
C for Countries

Waste no more time, press START to take you into the next mission. Saddam is up to his old tricks again, so get in there fast and save the day for the Americans.

PROFILE

F-22 INTERCEPTOR ● EA ● £39.99 ● OUT NOV

CART SIZE	6Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	designer

SUPPLIER
Electronic Arts
Langley Business Centre
~~11-49 Station~~ Road
Langley, Nr Slough
Berkshire SL3 8YN
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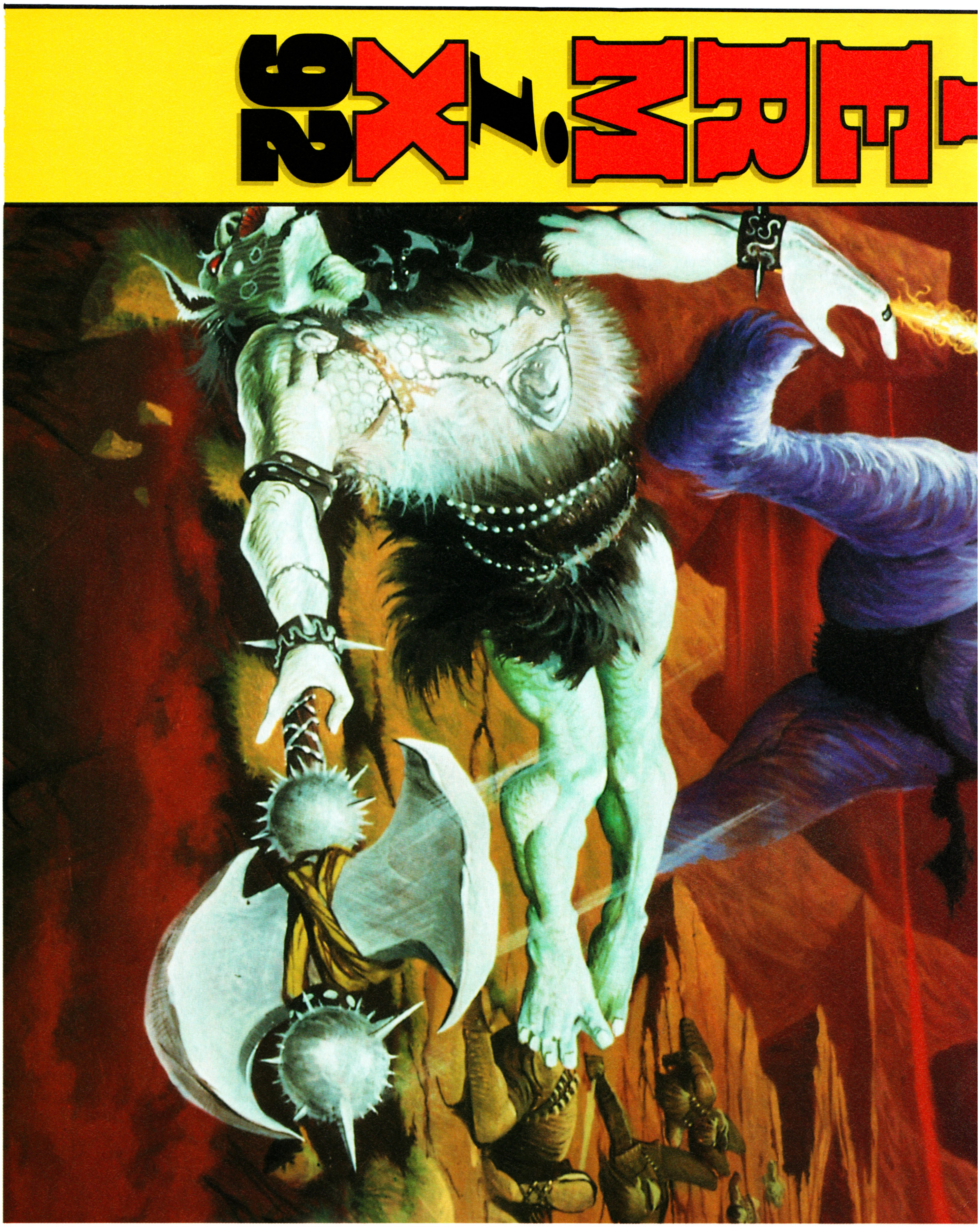
GRAPHICS ▲ Quick and smooth 3-D with great detail. ▲ Many internal and external views.	92
SOUND ▲ Atmospheric in-flight effects. ▲ Pleasant intro music.	85
GAMEPLAY ▲ Easy to get to grips with the controls. ▲ Mission designer adds extra fun.	95
CHALLENGE ▲ Hundreds of missions. ▲ Long-term playability guaranteed.	95

F-22 is quite simply brilliant. End of story.

PROSCORE 94

TECMAGIK™

SHADOW OF THE
BEAST

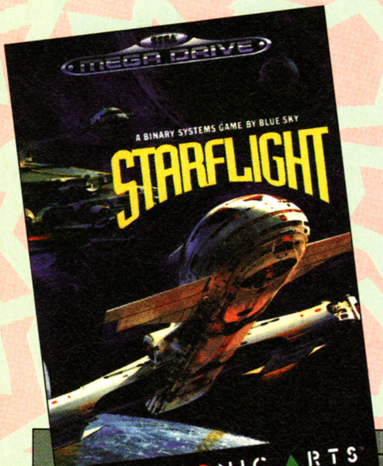

ERM'X 92

STARFL

Space... the final frontier. These are the voyages of the ISS Intrepid whose five year mission is to seek out new worlds and new civilisations, to accumulate masses of monetary units and to discover the causes of the death-threatening solar flares.

Your ship has been equipped with rudimentary systems to enable you to mine and process minerals and to travel across the galaxy exploring unknown solar systems. It will allow you to converse with intelligent life, and you may even engage in real-time combat with hostile aliens such as the ruthless Uhlek. Through mining, trading and upgrading, your mission will gradually become less hazardous as the ship bristles with powerful capabilities.

To a seasoned veteran, this mission is routine but to a fresh-faced captain recently enroled in the galactic exploration agency, Interstel, the task is awesome.


SEGA
MEGA DRIVE
A BINARY SYSTEMS GAME BY BLUE SKY
STARFLIGHT
ELECTRONIC ARTS

Above all, what impressed me, and all others who have already experienced *Starflight* on computer, is the sheer depth of play. We're not just talking local star systems here, you have over 800 planets to discover and explore. With such a vast area to chart, this is a game with challenge.

The programmers have gone for the detailed and realistic approach, and this is no bad thing. Star Trek fans will warm to *Starflight*'s cornucopia of options. I particularly liked the topographical map of your landing area and the way you could stun and collect specimens.

PROTIP Give your engineer a training of above 200 to get repairs done faster. Also, carry at least one tonne of each element on board to facilitate repairs away from Starport. This saves on towing costs.

SYSTEM EFFICIENCY
HULL
ENGINE
SENSOR
COMM
SHIELD
WEAPONS
A: REPAIR
B: DONE
C: END REPAIR
CARGO

The introductory graphics are detailed with a colourful title screen, but I found the actual Starport from which you are released to be graphically unimaginative.

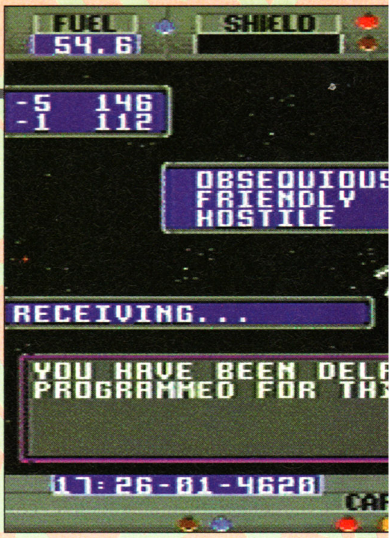
But while some games attempt to fool you with a glorious front end and no gameplay, *Starflight* starts with what looks like a very ordinary game then hits you with a hugely complex simulation most strategists will lose whole days playing.

In space, the graphics are similar to *Star Control*, especially in the combat scenes. However, I found the alien craft to be severely limited in design and appearance which is disappointing given the Mega Drive's potential. Thankfully, the actual alien pilots were portrayed in full colour during communications.

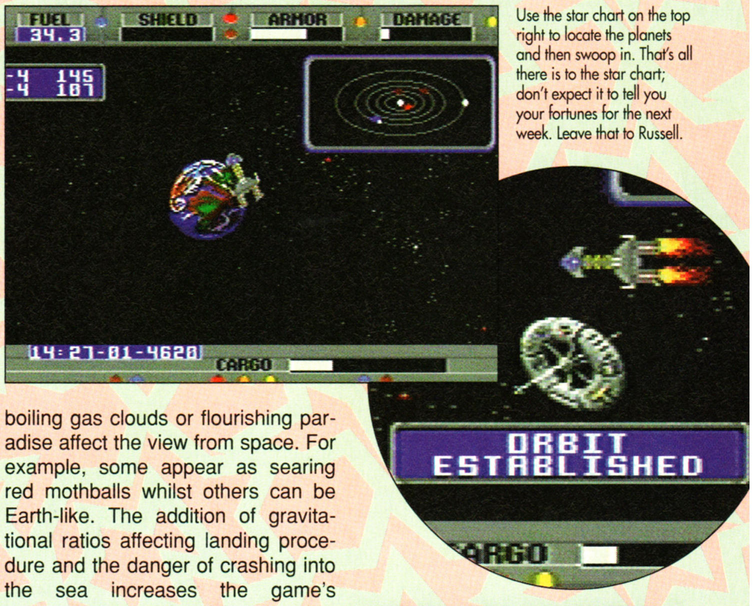
Pioneering through 270 solar systems may sound a chore but the areas of inactivity are enhanced by the graphically superb planets and surface missions. The various conditions arising on the surface such as boiling gas clouds or flourishing paradise affect the view from space. For example, some appear as searing red mothballs whilst others can be Earth-like. The addition of gravitational ratios affecting landing procedure and the danger of crashing into the sea increases the game's authenticity no end.

The sound, like graphics, varies greatly. Speech is somewhat stinted, sounding tired and disinterested, and the tune playing during Starport can be very irritating. However, weather effects such as rain and thunder are well done and I particularly liked the tune on the title screen.

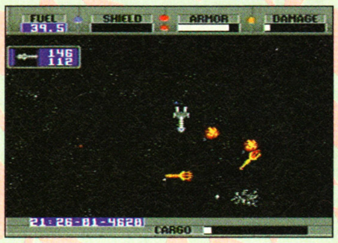
Repetition of certain options is *Starflight*'s main disadvantage. After


FUEL
54.6
SHIELD
-5 146
-1 112
OBSEQUIOUS
FRIENDLY
HOSTILE
RECEIVING...
17:26-01-4620
CAR

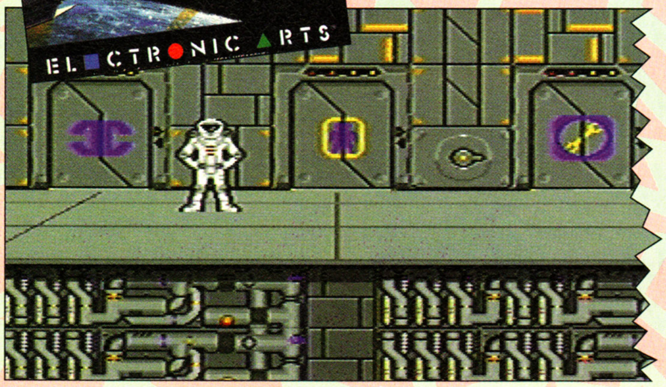
YOU HAVE BEEN DELA
PROGRAMMED FOR THI


FUEL
34.3
SHIELD
ARMOR
DAMAGE
-4 145
-4 187
14:27-01-4628
CARGO
ORBIT ESTABLISHED
ARGO

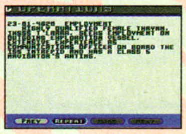
Use the star chart on the top right to locate the planets and then swoop in. That's all there is to the star chart; don't expect it to tell you your fortunes for the next week. Leave that to Russell.


FUEL
34.5
SHIELD
ARMOR
DAMAGE
146
112
21:26-01-4620
CARGO

More space combat. These unfriendly guys don't like human beings invading their solar system looking for minerals. Either pull out fast or put your blasters where your mouth is. One of them is already dead but the other two are causing you grief.



OBSEQUIOUS
FRIENDLY
HOSTILE
RECEIVING...
CARGO



YOUR SHIP HAS BEEN DESTROYED IN COMBAT.

DUE TO YOUR FAILURE IN COMPLETING THE MISSION, TRILLIONS OF LIVES HAVE BEEN LOST

OBSEQUIOUS
FRIENDLY
HOSTILE
ECEIVING...
CARGO

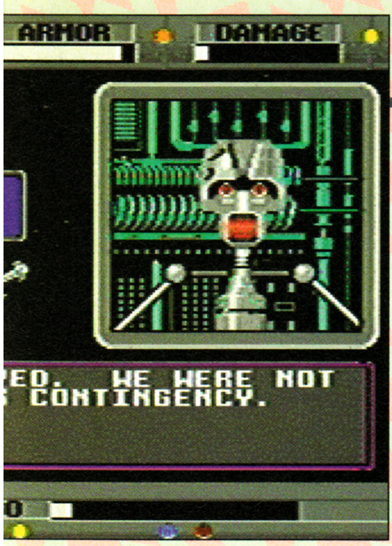
The sun uses an estimated 22 million billion tonnes of hydrogen a year.

continuous play, the routine scanning and collating of potential colony worlds became a task I didn't always relish. However, once I had found the route to some ruins or a hidden world, the playability took hold and I felt a great sense of achievement that urged me on.

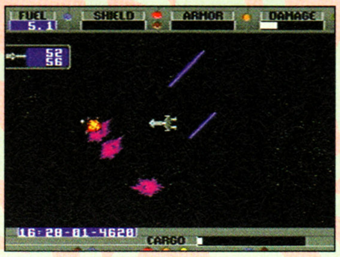
Be warned, this game is not for trigger happy combat pilots. You will have to spend a great deal of time discovering the game's finer intricacies. Elements such as the storms, flux holes, ruins and strange artifacts make *Starflight* more interesting and certainly more challenging than most.

With many different styles of play combined in one package, *Starlight* will instantly appeal to some and repel others. I was of the former group, and even though I played it constantly for what felt like weeks, I still felt compelled to come back again and again.

● **Damian Butt**


ARMOR
DAMAGE
ED. WE WERE NOT
CONTINGENCY.

ET phone home – not likely, mate. We would have got here sooner but we had to stop for sarnies. Greet your alien buddies nicely or they might just take offence. Three options are available to you on meeting alien beings. Scanning them will give you information (but could make them take a pot shot at you) while raising shields is an act of war in these parts.


FUEL
5.1
SHIELD
ARMOR
DAMAGE
16:28-01-4628
CARGO

Intergalatic combat is a doddle providing you have some heavy duty firepower and aren't afraid to use it. Even when there are three alien craft onto your single fighter you should win.

PROTIP In case anybody is stuck, Endurium+ is the substance used to power your ship and is very expensive at one thousand MUs for each unit. Better engines increase efficiency but even in hyperspace mode your fuel is used at an alarming rate. Find your destination on the star map and keep going till you hit it.

PROFILE

STARFLIGHT ● EA ● £49.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1
STAGES	270 systems
SKILL LEVELS	1
FEATURES	batt. save

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Electronic Arts
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11-49 Station Road
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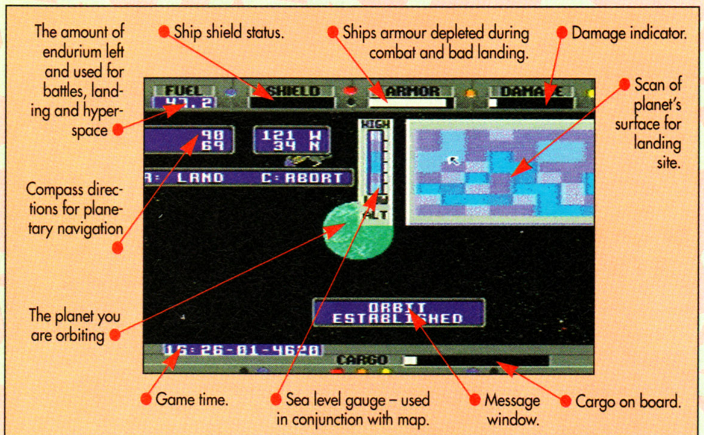
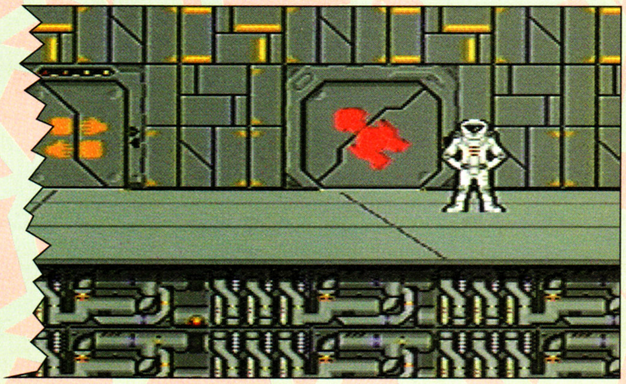

The amount of endurium left and used for battles, landing and hyperspace
Ship shield status.
Ships armour depleted during combat and bad landing.
Damage indicator.
Scan of planet's surface for landing site.
Compass directions for planetary navigation
The planet you are orbiting
Game time.
Sea level gauge – used in conjunction with map.
Message window.
Cargo on board.
FUEL
47.2
SHIELD
ARMOR
DAMAGE
98
69
121 W
34 N
A: LAND
C: ABORT
HIGH
ALT
ORBIT ESTABLISHED
16:26-01-4628
CARGO

GRAPHICS	▲ Rich, colourful, lifelike graphics. ▼ Starport and alien UFOs are bland.	84
SOUND	▼ Tune is intensely irritating. ▲ Good, digitised speech and storm effects.	72
GAMEPLAY	▼ Repetition may creep in after much play. ▲ Excellent feeling of megalomania.	80
CHALLENGE	▲ A vast universe to explore. ▲ Discovering new things is totally addictive.	88

Although expensive, *Starflight*'s 8Mbit cart is absolutely packed with gameplay.

PROSCORE 83

GHT



THE A-Z OF SEGA GAMES

DJ BOY

BEAT-'EM-UP
MEGA DRIVE
76

Repetitive action but very nice graphically. Let down by poor sound but is still worth looking at. A beat-'em-up on roller skates? Well, at least it's original...

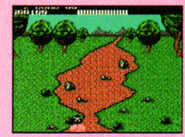
DOUBLE DRAGON

BEAT-'EM-UP
MASTER SYSTEM
77

Using their combination of martial arts skills and street brutality the two brothers team up to destroy the Black Warriors and get Marian back. A great two-player game with a wide selection of moves available to both players. Good fun but too easy to complete. Go for *Golden Axe* instead.

DOUBLE HAWK

SHOOT-'EM-UP
MASTER SYSTEM
80



Moving through the landscape, two fighters must blast all who stand in their way, picking up all the power-ups. Great two-player action makes this a decent, albeit simple, game.

DRAGON CRYSTAL

RPG
GAME GEAR
82

A big game for a little machine. Roleplaying games aren't exactly the first games that come to mind when you think of the Game Gear, but this one has certainly packed its 2Mbit cart with plenty of content. Days of gameplay that may get a little tedious after a while. Adequate graphics but will only appeal to fans of the genre.

DYNAMITE DUKE

SHOOT-'EM-UP
MEGA DRIVE
79

First there was *Operation Wolf*, then *Operation Thunderbolt*, and finally *Dynamite Duke*. All three games are basically of the mad, mayhem, thoughtless violence genre, but all seem to work particularly well. However, *Dynamite Duke* is the newest and subsequently the best bet if you're into no-brains action. Don't expect the addiction to last long, though.

Continued on page 53 ➥

PAC-MANIA

***Pac-Mania* is one of those games that is never really awaited with baited breath or trepidation but is a pleasant surprise when it finally arrives. The Mega Drive incarnation is no different.**

For those of you who have been off planet for half a decade, here's the basic "plot". Pac-Man is trapped in an endless series of mazes full of pills to eat. Our Herculean hero has to contend with multi-coloured ghosts after his life essence. Power pills dotted at the corners of the maze aid the little yellow guy. Once bestowed with their pill-punching powers, Pac goes mental and mercilessly munches the susceptible spirits.

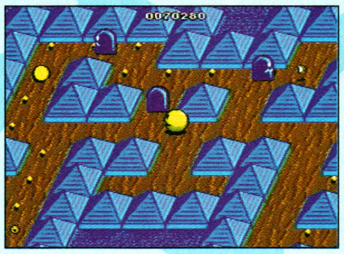
It all sounds quite similar to the original Pac-Man, but one look at the game throws in a new perspective – literally. Now Pac slips around between the walls in forced 3-D. Surely this can only make life worse for our little yellow friend...

PROTIP Wait by a power pill for masses of ghosts to approach. When a substantial number are in range, change into super Pac-Man and munch the lot. With double the points scored for each ghost in succession, you stand to make 7,400 points for all six ghosts eaten.

A dazzling title screen evoking all the fun and humour of the game heralds *Pac-Mania* on the Mega Drive. You are presented you with the options screen complete with cheerful *Pac-Mania* logo emblazoned at the top. A host of parameters can be changed and I was refreshed to see a Pac booster included so that speed freaks can get their dose of adrenaline.

The main music is a bouncy, piping tune that complements the game perfectly. I was dubious as to its long-lasting effect on sane players, but after a while I could still tolerate it.

As with all the versions, the graphics are incredibly faithful to the coin-op. Each set of three levels in each world is well-defined and shaded with the Jungly Steps being my favourite.



Sandbox Land is the fourth level, and heralds the start of the challenging sections of *Pac-Mania*. If you complete this level, you'll get a 150,000 points bonus to add to the kitty.

PROFILE

PAC-MANIA ● DOMARK ● £34.99 ● OUT DEC

CART SIZE	2Mbit
PLAYERS	1 or 2
STAGES	endless
SKILL LEVELS	4
FEATURES	n/a

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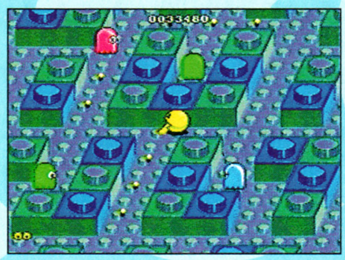
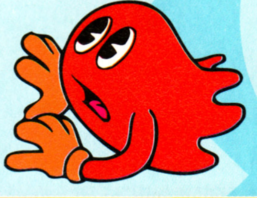


This is the first level of *Pac-Mania*, titled Block Town. There is no bonus available for its completion as this is the easiest of all the levels. In fact, by the look of things, you've only just started and the ghosts are closing in.



GRAPHICS ▲ A coin-op in your own home! ▲ All the great between-level screens.	87
SOUND ▼ Not enough effects! ▲ Tunes are sickeningly tuneful and happy.	74
GAMEPLAY ▼ Repetition may creep in. ▲ Highly slick and fast.	82
CHALLENGE ▲ Unlimited stages! ▲ Great range of difficulty.	85

A great game, but not exactly pushing the machine to its limits

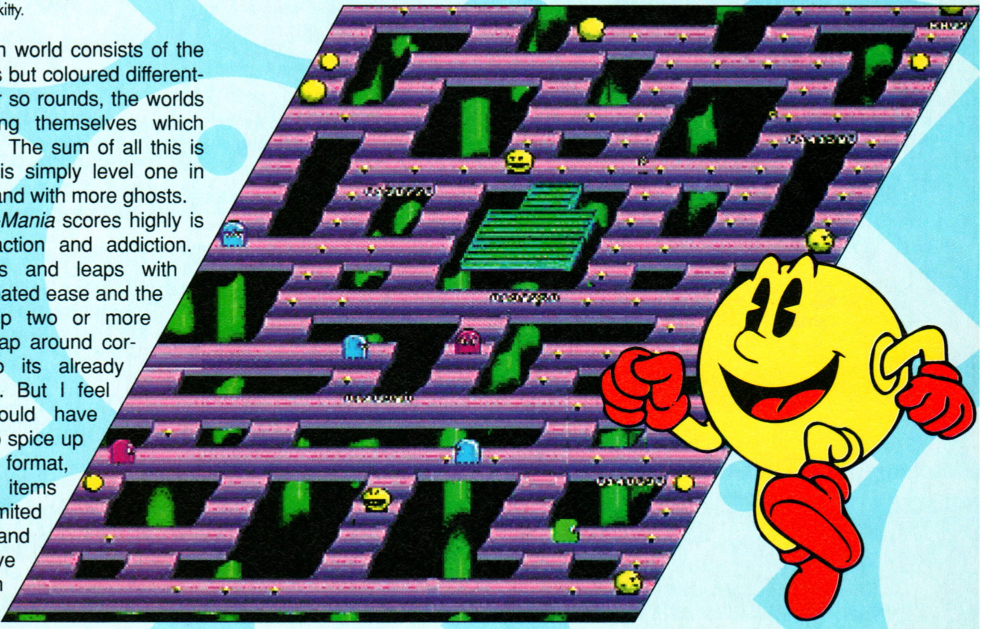
PROSCORE 82

However, each world consists of the same graphics but coloured differently. After five or so rounds, the worlds begin repeating themselves which was a shame. The sum of all this is that level 12 is simply level one in neon colours and with more ghosts.

Where *Pac-Mania* scores highly is the frenetic action and addiction. Pac-Man runs and leaps with smoothly animated ease and the ability to jump two or more ghosts and leap around corners adds to its already ample appeal. But I feel that more could have been added to spice up the original format, more special items such as limited weapons and even innovative features, such as pressure plates and traps, would not have gone amiss. It soon gets repetitive.

But the appeal of *Pac-Mania* is well-documented. It doesn't require great graphics or sound to make it fun. Just play it.

● Damian "on the pill" Butt



A Pac-Man is slang for a drug dealer in certain areas of New York.

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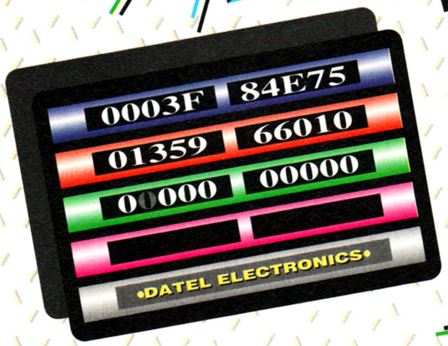

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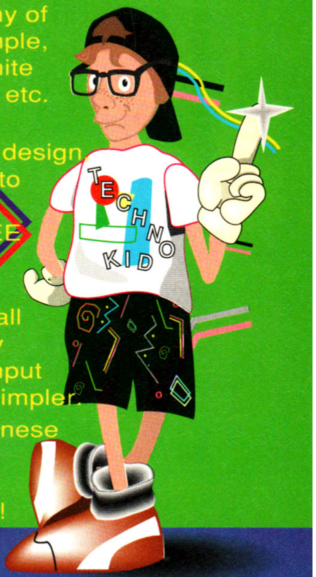

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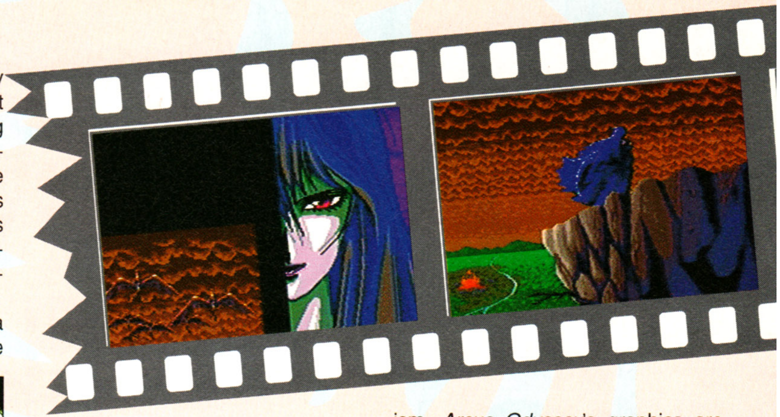
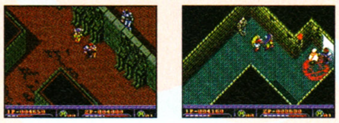
ARCUS

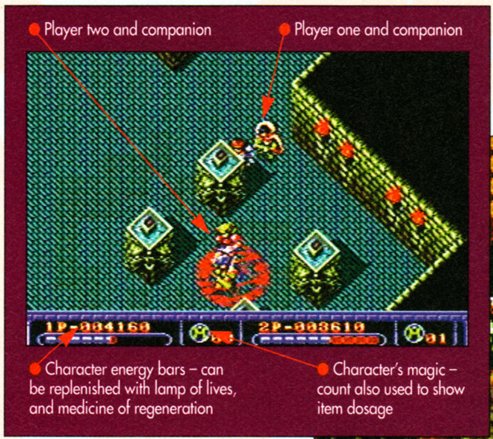
Terror gripped the land of Arcus. An evil sorceress named Castomira was using dark magic to transform the land into her own dark design. Thousands of innocent people were killed in the ensuing destruction, many good men died defending their homeland.

Only one person stood a chance of defeating her, Leaty the good sorceress. The battle which raged between them destroyed the land but good overcame evil and Castomira was imprisoned in the eternal darkness within a magic sword. Arcus slowly rebuilt itself and peace reigned till followers of Castomira stole the sword and revived her. Now the whole world faces the onslaught of the darkness once more.

The only chance is for a brave band of heroes to venture into Castomira's mountain stronghold and ascend to the sky city to defeat her. Only then can Leaty banish her to the void once again.

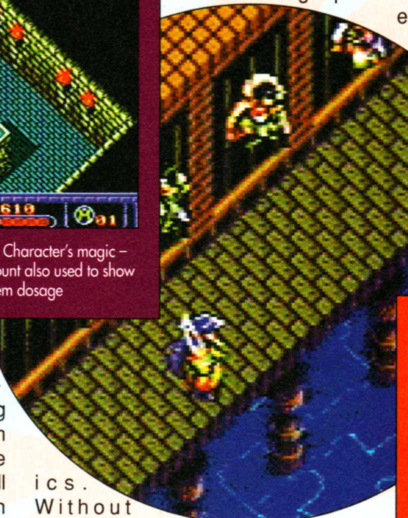





Player two and companion
Player one and companion
1P-004150
2P-003610
Character energy bars – can be replenished with lamp of lives, and medicine of regeneration
Character's magic – count also used to show item dosage

At first glance you may mistake *Arcus* for just another roleplaying game, but this is definitely not the case. From the outset, the well-detailed landscapes and weird mythological beasts enhance what is already a well-grafted and professional-looking adventure.

Arcus is lavishly presented with a fabulous introduction showing the sorceress watching the destruction of a city, and the two enemies fighting each other with magic. The statics are well drawn in an imaginative comic style, and the game map shown between levels is set in moody blues and soft reds evoking the dark mountains' evil aura.



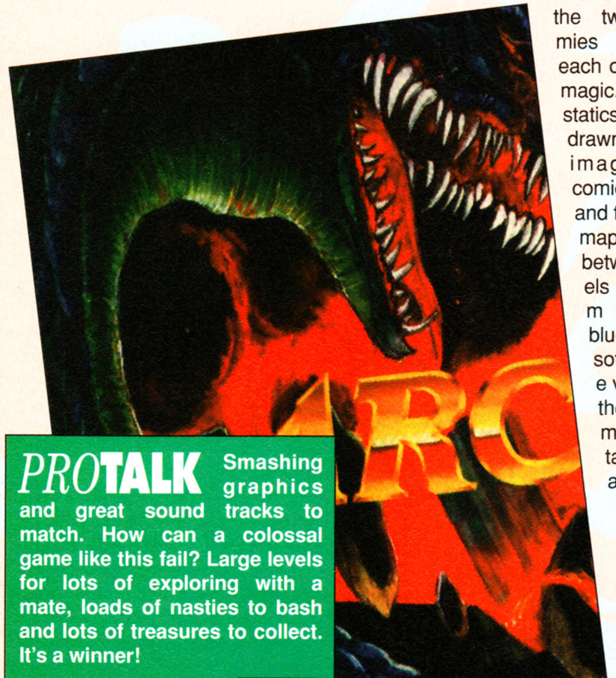
Everything about this game says quality; the amount of man-hours spent on it must have been phenomenal.

The most common feature of modern RPGs is the gorgeous graphics. Without mood and atmosphere, a game such as this loses a great deal so it is vital to ensure realism. *Arcus Odyssey*'s graphics are amazing, every colour known to the Mega Drive must have been used to shade the walls and define your surroundings in the clearest possible way.

Arcus is appealing because it combines the most popular elements of many epic games. There's the exploration and fear of the unknown from *Gauntlet*, the superb graphics and fiendish logic of *The Immortal* and the hack 'n' slash action of *Sword of Sodan*. Yet *Arcus* manages to remain individual and innovative despite these influences.

An integral part of

PROTIP The perfect strategy to adopt when facing guardians is only viable in two player mode. Let one of the characters invoke his shield and distract the creature's attention while the other gets behind it and rams their sword right up...



PROTALK Smashing graphics and great sound tracks to match. How can a colossal game like this fail? Large levels for lots of exploring with a mate, loads of nasties to bash and lots of treasures to collect. It's a winner!

Name.........ADRIAN "shut that" DAW "bell"
From ....HILPERTON
Age......................................22
Fave game ....COLUMNS
Owns ....MASTER SYSTEM

PROFILE

ARCUS ODYSSEY ● RENOVATION ● £44.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	2
STAGES	8
SKILL LEVELS	1
FEATURES	teamplay, password

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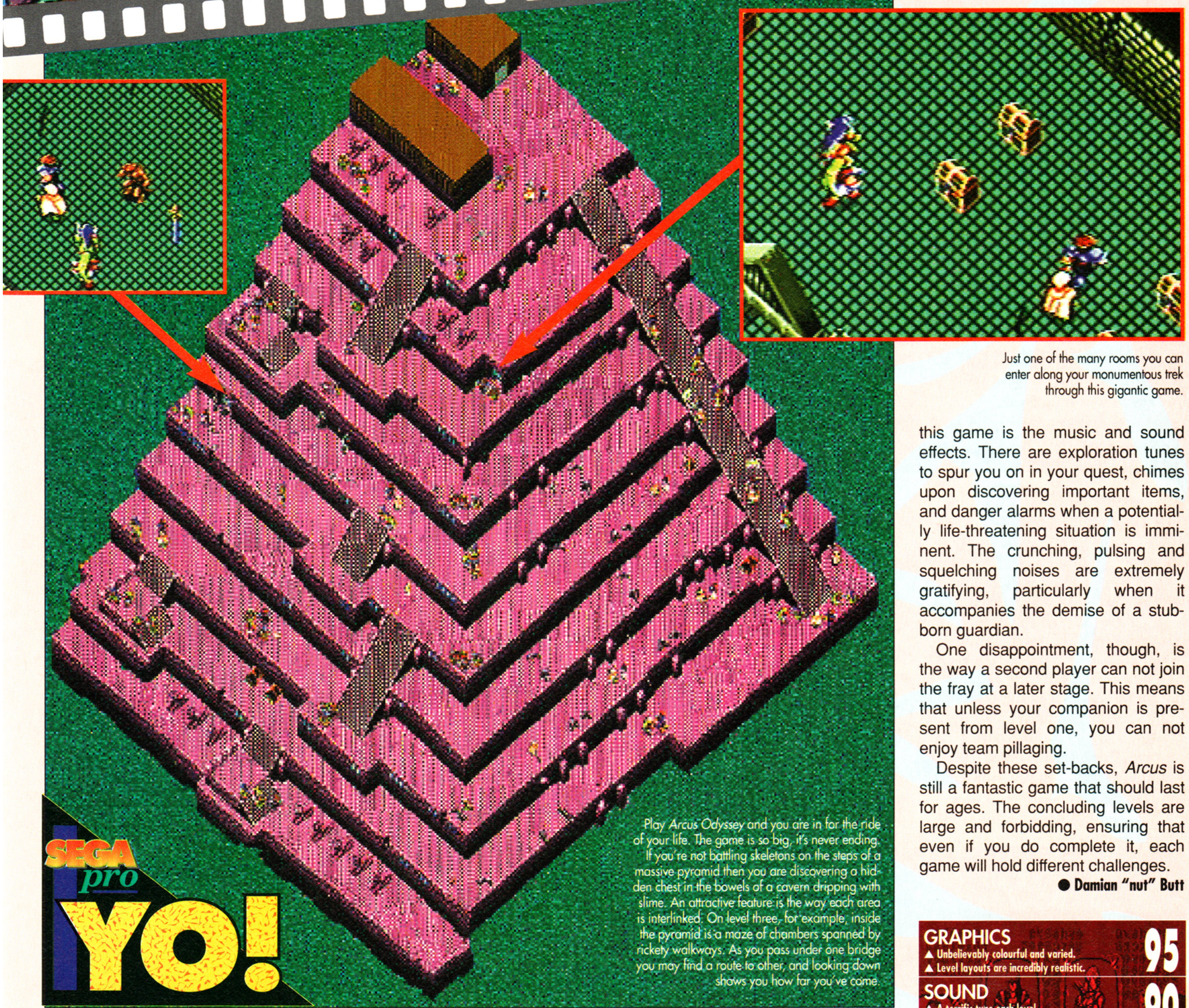


Just one of the many rooms you can enter along your monumentous trek through this gigantic game.

Play *Arcus Odyssey* and you are in for the ride of your life. The game is so big, it's never ending. If you're not battling skeletons on the steps of a massive pyramid then you are discovering a hidden chest in the bowels of a cavern dripping with slime. An attractive feature is the way each area is interlinked. On level three, for example, inside the pyramid is a maze of chambers spanned by rickety walkways. As you pass under one bridge you may find a route to other, and looking down shows you how far you've come.

ODYSSEY

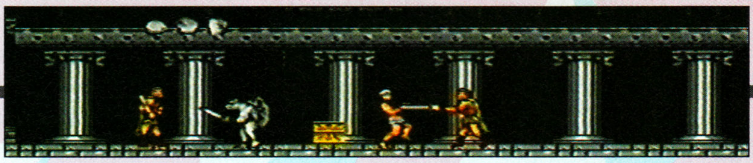
this game is the music and sound effects. There are exploration tunes to spur you on in your quest, chimes upon discovering important items, and danger alarms when a potentially life-threatening situation is imminent. The crunching, pulsing and squelching noises are extremely gratifying, particularly when it accompanies the demise of a stubborn guardian.

One disappointment, though, is the way a second player can not join the fray at a later stage. This means that unless your companion is present from level one, you can not enjoy team pillaging.

Despite these set-backs, *Arcus* is still a fantastic game that should last for ages. The concluding levels are large and forbidding, ensuring that even if you do complete it, each game will hold different challenges.

● **Damian "nut" Butt**

GRAPHICS ▲ Unbelievably colourful and varied. ▲ Level layouts are incredibly realistic.	**95**
SOUND ▲ A terrific tune each level. ▲ Excellent chimes and weapon effects.	**90**
GAMEPLAY ▲ Two players, twice the action. ▲ Easy to enter and very addictive.	**93**
CHALLENGE ▼ Not too tough for two players. ▲ But should last eons for one player.	**88**
Grab a friend and enjoy the latest, spectacular arcade adventure for the MD. **PROSCORE**	**92**



The queen of darkness has begun reviving the evil dragons all over the land of Krynn and is creating an evil race called the Draconians. If she controls the world of Krynn, she can force her way into this dimension and start some serious grief.

The only threat to her plans comes in the form of a party known as the Companions of the Lance (they aren't heroes yet…). This band of hardy adventurers plans to enter the ruins of Xak Tsaroth and recover the Disks of Mishakal guarded by the Black Dragon. With their knowledge, the true healing power of Krynn can be restored. These sacred Disks will also enable the party to confront the Dark Queen herself in a pitched battle between good and evil.

HEROES OF THE LANCE

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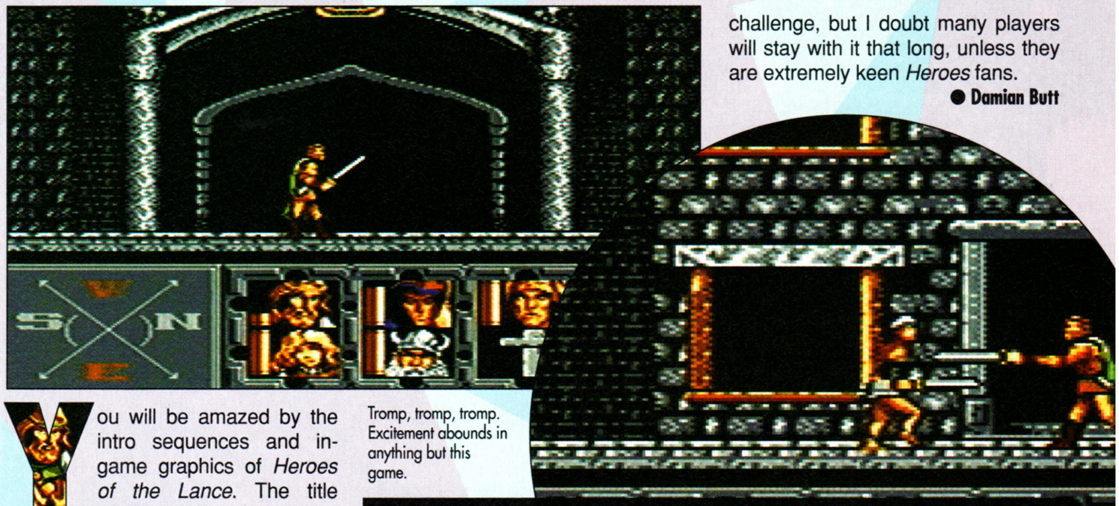
HEROES OF THE LANCE
SEGA
Master System



Tromp, tromp, tromp. Excitement abounds in anything but this game.

You will be amazed by the intro sequences and in-game graphics of *Heroes of the Lance*. The title screen is one of the best I've seen on any Sega, let alone the not-so-humble MS. Each character is depicted at the beginning with a colourful and detailed study that shows just what the MS really can do. The graphics in the actual game are also excellent, and very similar to its 8-bit counterparts. US Gold have certainly made the most of the rare 4Mbit MS cart.

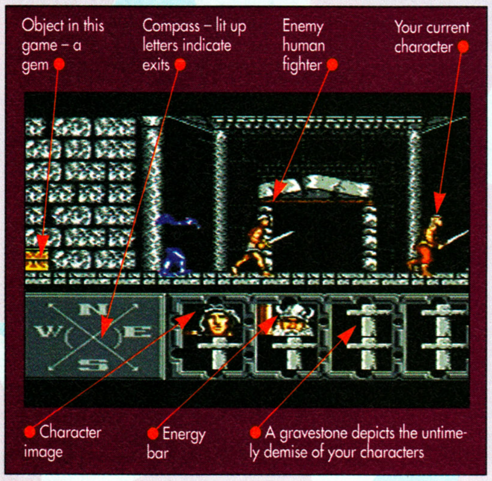
It is so easy to praise *Heroes* for its graphics and sound but when it comes to the crunch, it's the gameplay and authenticity that count.

Newcomers to the game will find the awkward controls and rather slow (even when running) movement of the characters a complete turn-off. Each member of the party is portrayed in realistic detail, but sadly only one member is visible at any one time. I found this system ludicrous because only one character could fight each round. When was the last time you stood back and watched your best friend get mauled to death by a hybrid monster without helping him?

The main disadvantage to *Heroes* is the repetition; every level requires you to wander, web a creature, search for traps and then wander a bit more, turning when you can in an effort to get your bearings. Obviously map-making will add to the game's challenge, but I doubt many players will stay with it that long, unless they are extremely keen *Heroes* fans.

● **Damian Butt**

PROTIP There are no Uzi 9mms here, so if it moves, web it – especially the Draconians who delight in sapping your strength with their dark magic.

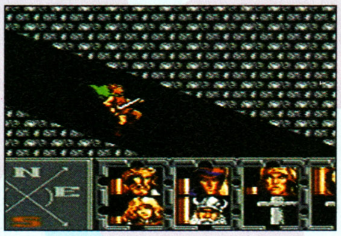

Object in this game – a gem
Compass – lit up letters indicate exits
Enemy human fighter
Your current character
Character image
Energy bar
A gravestone depicts the untimely demise of your characters

PROFILE

HEROES… ● US GOLD ● £34.99 ● OUT DEC

CART SIZE	4Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
US Gold
Unit 2/3 Holford Way
Holford
Birmingham
B6 7AX
✆ (021) 6253366



The tromp, tromp, tromping of *Heroes of the Lance* turns into a uncontrollable slide as you speed down a ramp towards a city.

GRAPHICS 84
▼ Not enough opponents to last.
▲ Title screens are amazing.

SOUND 58
▼ Extremely tame tune.
▼ Hardly any FX.

GAMEPLAY 75
▼ Becomes repetitive too quickly.
▲ Hundreds of possible outcomes.

CHALLENGE 79
▼ Levels are too hard and too short.
▲ The basic problems are still difficult.

Too detailed and repetitive to be really playable, especially compared to *SpellCaster*.

PROSCORE 77

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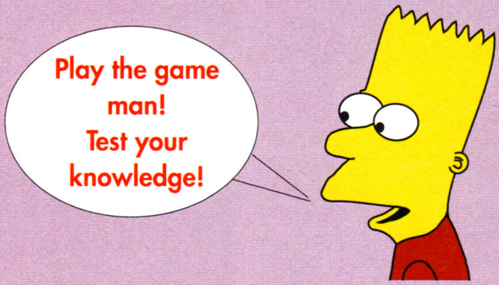
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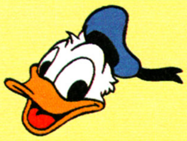

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MEGA DRIVE

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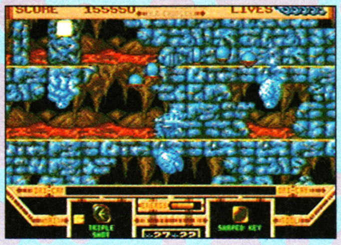
Picture a building housing hundreds of levels designed to maim and kill – and you have to overcome them all before the watching gaze and salivating mouths of millions of bloodthirsty "sports" fans.

If you can imagine all these things, then you have an idea what it must be like to be Mug, a prisoner entered in an event known as the Killing Game Show.

The arena is armed, the floodlights kick in revealing a deceptively calm metal stage. The first tentative steps are the worst; after that, kill or be killed.

FATAL

With *Fatal Rewind* atmosphere is everything. Psygnosis – in their first Mega Drive game – have done a fine job. The game opens with a sombre black screen and a few passive chords, then the promotion begins, the hype. "Get ready for the greatest show on Earth." They are not wrong.


The Mug unit has equipped himself with the triple shot used for dispatching the horde of droids above. The square key will open the door at the top left, but hurry as the acid is rising fast and you only have 27 seconds to escape.

As the mood music washes over you, the truly superb title screen, depicting a human eye with an island and a skull reflected in the pupil, fades in and out.

From then on, it only gets better.

The graphics look identical to the Amiga version (see Name Rewind box), possibly clearer though. Everything has an arcade feel to it with slickly presented sprites and smooth animation.

Mug is amazingly agile and performs his leaps, glides and climbs with animated precision. The explosions and demise of Mug are dazzling, fiery affairs, however I would have preferred a more varied display for the organic enemies.

Each level is subtly different, from the space-station, futuristic look on the first levels to the jungle surroundings conjuring up images of the ancient Aztecs mixed with high technology on level three.

PROFILE

FATAL REWIND ● EA ● £39.99 ● OUT NOW

CART SIZE	4Mbit
PLAYERS	2
STAGES	12
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Electronic Arts
Langeley Business Centre
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Berkshire SL3 8YN
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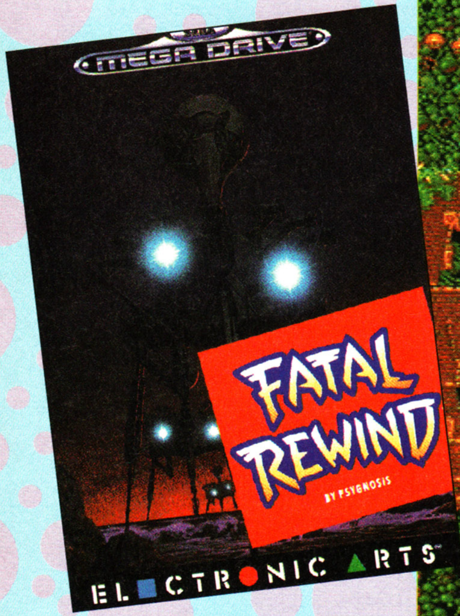
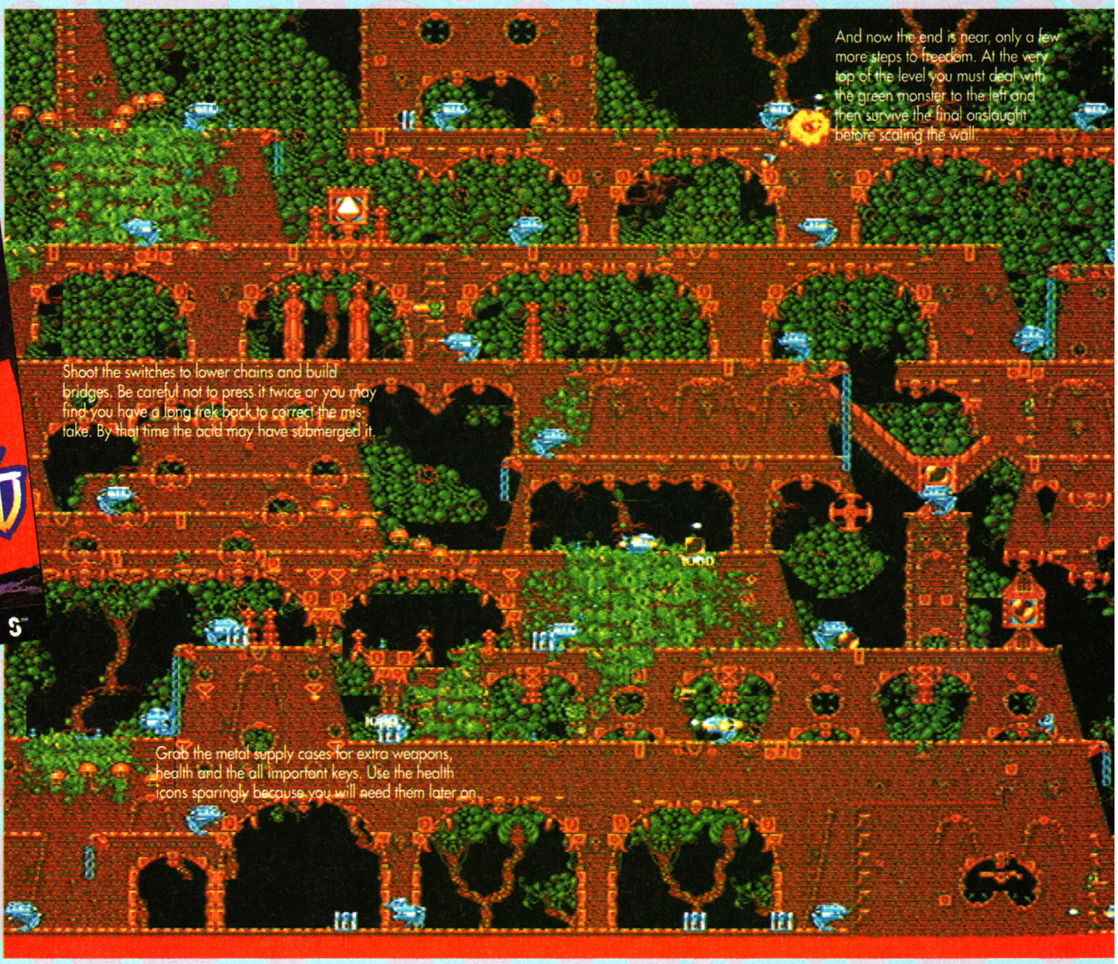


PROTIP Save the health icons for when you really need them. Don't forget, you can use the hearts from a defeated cohort of robots to replenish your energy.


And now the end is near, only a few more steps to freedom. At the very top of the level you must deal with the green monster to the left and then survive the final onslaught before scaling the wall.

Shoot the switches to lower chains and build bridges. Be careful not to press it twice or you may find you have a long trek back to correct the mistake. By that time the acid may have submerged it.

Grab the metal supply cases for extra weapons, health and the all important keys. Use the health icons sparingly because you will need them later on.

A 1932 film called The Most Dangerous Game started off this TV/film genre.

REWIND

Then there are the particular quirks and tests to challenge Mug, such as the many different keys, buttons to press in sequence to lower chains, and objects to find the use of. *Fatal Rewind* promises much and delivers all.

Being set in the future, Psygnosis have had to develop some original ideas to create the atmosphere. A prime example is the time limit. Most games have a clock or an hour glass to show the remaining game time, not this one. The cliff-hanging tension is created by a mass of water rising slowly from the depths of the level. Unless Mug is fast in scaling to the heights, he will be plunged into the acrid lake and melted away.

All through the heart-stopping action, the thumping tune adds to the tension and urges Mug on. The music ranges from the low tones slowly ebbing in, to the racing, crashing affair near the end. All other spot effects are good, albeit rare, with the keys registering a chime when inserted and each weapon having a slightly different firing noise.

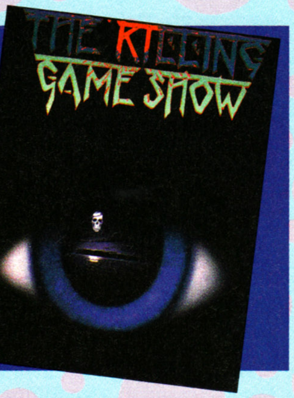
The game moves at a fast pace, with Mug darting between precarious platforms and collapsing bridges. Sprite collision is perfect with no signs of an injustice. Difficulty is also tuned exactly; I could only get to level four after massive playing sessions into the night. With many more to confront, I have no doubt that *Fatal Rewind* will be on the go for months.

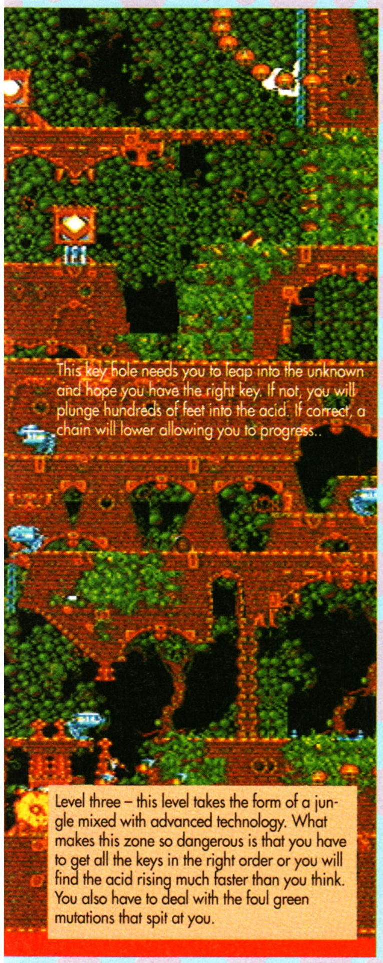
Together with *The Immortal*, *Fatal Rewind* has been one of my most frequently played games of late. The challenge it presents only serves to redouble my efforts to win. It is this facet that makes *Fatal Rewind* a pleasure to play and continue playing for ages. I would recommend it to anyone.

● **Damian Butt**

NAME REWIND

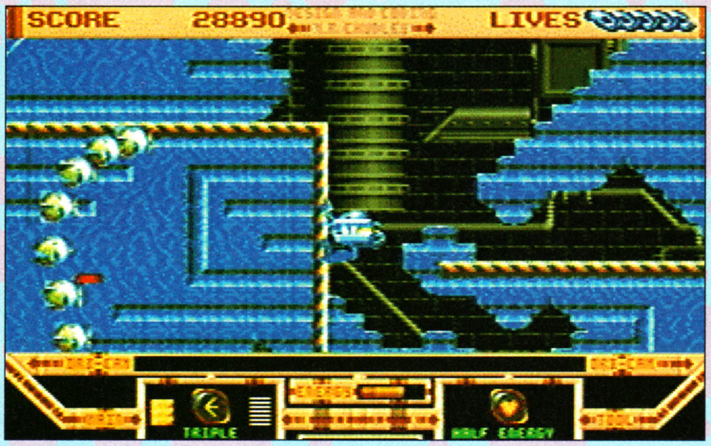
Any self-respecting Amiga games-watcher will immediately recognise *Fatal Rewind* as Psygnosis' futuristic computer game, *The Killing Game Show*. The name change was due to fact that – according to Electronic Arts – American audiences don't like the idea of TV gameshows associated with death. This coming from the nation that brought us Rollerball and The Running Man!





This key hole needs you to leap into the unknown and hope you have the right key. If not, you will plunge hundreds of feet into the acid. If correct, a chain will lower allowing you to progress..

Level three – this level takes the form of a jungle mixed with advanced technology. What makes this zone so dangerous is that you have to get all the keys in the right order or you will find the acid rising much faster than you think. You also have to deal with the foul green mutations that spit at you.



Using his high tensile alloy grapplers, the prisoner Mug secures himself to the wall and begins pounding the enemy droids with his lasers. Mug can swivel the guns to dispatch sneak attackers.

GRAPHICS **88**
▲ Vivid and remarkably accurate.
▲ Smooth animation and realistic technology.

SOUND **79**
▼ Not enough effects.
▲ Stunning mood tunes create tension.

GAMEPLAY **85**
▲ Fast, varied and compulsive.
▲ Control method is well implemented.

CHALLENGE **89**
▲ Enough levels to satisfy the bloodthirsty.
▲ Difficulty is invitingly addictive.

Looks great, plays great and above all is very, very challenging.

PROSCORE 87

DYNAMITE DUX

BEAT-'EM-UP
MASTER SYSTEM
86

Walk through five levels packed with baddies and special weapons to get your girl and your body back. Dynamite Dux is an unusual sort of beat-'em-up cum shoot-'em-up. Cute graphics and sound make it a quack above the rest, although it can get a bit repetitive.

ELEMENTAL MASTER

SHOOT-'EM-UP
MEGA DRIVE
77

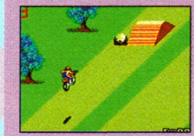
Take Ikari Warriors, then add the fire power of a futuristic shoot-'em-up, and then place it in a medieval setting and this is what you'll get. The mythical overtones add an extra interest factor, although at the end of the day you're getting a pretty much tried and tested formula. Pretty boring.

EL VIENTO

SHOOT-'EM-UP
MEGA DRIVE
89

El Viento means "the wind", and your Mega Drive will be hit by a whirlwind of blasting action. Huge levels with some neat graphics and sonics. Very addictive and playable. Followed in 1992 by a sequel called Earnest Evans starring the boyfriend of Annette, the heroine of El Viento.

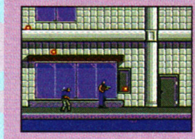
ENDURO RACER



SPORTS SIM
MASTER SYSTEM
68

The dirt track that you race along is pitted with holes and bumps that will need to be dealt with. The game plays surprisingly fast and the backdrops are quite detailed. The only thing that really lacking is a two-player mode.

ESWAT



SHOOT-'EM-UP
MASTER SYSTEM
70

You play a cop trying to gain promotion. Decent graphics over multi-level gameplay make this a surprisingly addictive game. It may be a little easy for hardened gamesplayers but for the normal Master System owner, it will be a challenge to finish.

Quiz shows are watched by over 90% of Americans.

Continued on page 55 ➡

DECA

It must have been one helluva night out, because you are not quite feeling yourself today. In fact, you are feeling like several people – talk about being schizo.

But there's a damn good reason for this. You have in fact been assembled from bits and pieces of other bodies by one Dr Stein, Frank N Stein. However, the mad doc made two little mistakes: firstly, he never got your head on right (hence your name, Chuck D Head), and, secondly, he managed to get a another head in your chest.

The island you are living on is made up of body parts and the mad, bad Max D Cap has split it up to gain total control. You are dispatched by Dr Stein to get the body parts of the island and reunite the island to its former glory.

GENESIS
DEcapAttack
SEGA

If you can't wait for the official head-banger's ball, then KC's Computers & Console Magic will be happy to help you kick your head in for only £34. You can get in touch with them at *3 High Street, Loughborough, Leicestershire LE11*. Tel: (0509) 211799. Stitch that!

I think I can safely say that *DecapAttack* is one of the strangest games I have played in a long time. After all, how many games do you know that have you throwing your head at weirdo creatures? (Okay, so *Magical Hat* comes pretty close, but it *is* the same game – see Turbo Nutter box.)

Right at the start, the use of colour strikes you. The programmers of this weren't scared to mess around with their palette. In fact the complete graphical nature of the game absolutely oozes with loving attention to detail. The animation on Chuck D Head (great name!) is excellent, from his waddle along the platforms to the way he throws his arms and legs about when he is about to lose his balance. This cartoon approach isn't just limited to Chuck though. The animation of all characters, especially the level guardians, is a joy to behold.

Like *Sonic*, the speed of the game can get breathtakingly fast. In fact everything can get too much when you are zooming along, throwing your head at everything in sight, jumping off precipices, and still trying to end up landing on top of a bendy pole.

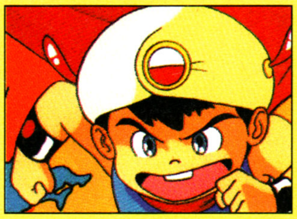
PROTIP **To whizz through the early levels quickly, make huge jumps by running as fast as you can to the edge of a platform and jump. Then keep pressing the jump button to make Chuck stay in the air a lot longer. This way he will cover huge distances in a single bound.**

It's just as well this isn't one of those annoying games that requires precision, or else you'd really be in trouble. Being almost there is close enough in most cases.

The music is incessantly jolly throughout with loads of different tunes and light whoopy effects to add the odd shock effect. But at the speed this can run, you often don't even notice the sound blaring away in the background anyway.

Gameplay initially strikes you as being remarkably simple. I mean, it's

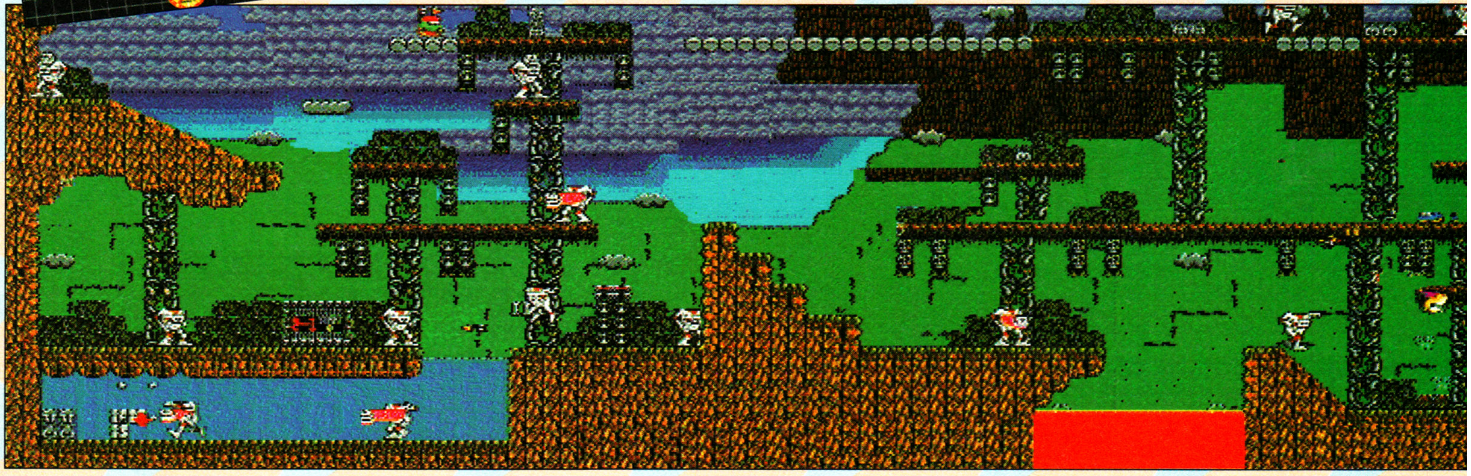
TURBO NUTTER!



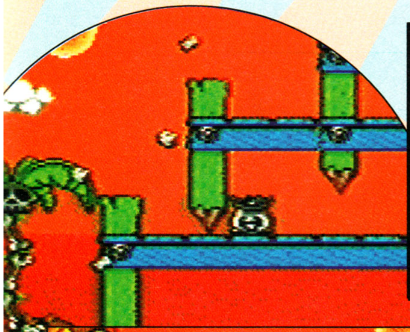
As you probably know by now, *DecapAttack* is basically a rehash of an old Japanese game known in the UK as *Magical Hat Turbo Adventure*. Obviously, the latter is quite a mouthful for the English-speaking countries, so Sega – quite cleverly – completely changed the graphics and renamed the game. It's funny how the graphics and presentation can completely turn a game on its head (no pun intended), but Sega have done that with *DecapAttack*. If you like your games cute (and cheap), then *Magical Hat* is your game – if you fancy the gore (and an English manual), *DecapAttack* is the one to get. Do not buy both.

You can get *Magical Hat Turbo Adventure* from *Console Concepts, 223b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS*. Tel: (0782) 712759. Ring for the latest price.

Oh no, this isn't Magical Hat, oh no, definitely not. I've never seen levels layed out like this ever before in my life. It's nothing like it. This game's like nothing I've ever seen before...



ATTACK

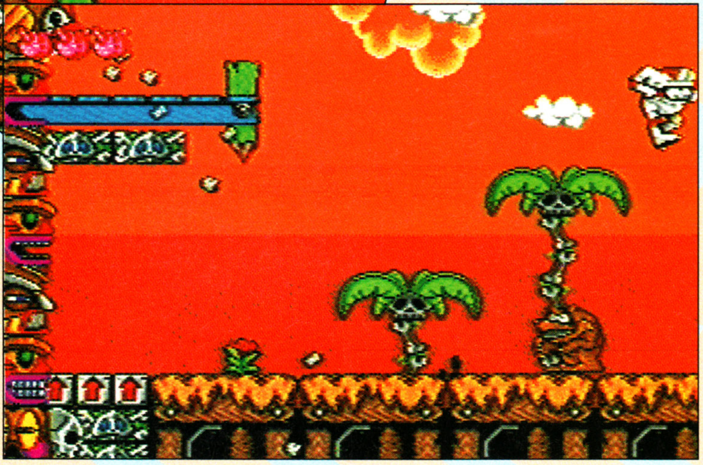


PROFILE

DECAPATTACK ● SEGA ● £34.99 ● OUT NOV

CART SIZE	4Mbit
PLAYERS	1
STAGES	7
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Sega Europe
14 Portland Road
London
W11 4LA
☎ (071) 7278070



Even though *DecapAttack* is based on the older *Magical Hat Turbo Adventure,* the change in graphics brings it bang up to date. All the backgrounds are intricately detailed and urge you on to find even more levels and guardians. The skies also contain the most unlikely objects.

just a case of getting from one end of the level to the other. You even get left/right arrows indicating which way to go. Trouble is, the levels also go up and down, or sometimes even underwater! Then usually the platforms go all over the place and lead you to the most unexpected places. But exploration is all part of the game, so the aimless wandering usually enhances the fun.

DecapAttack is not a game for inexperienced players. You'll need every arcade adventuring skill to overcome the plethora of obstacles put in your way. The bright, colourful and fast-flowing action makes it very playable indeed. Above all, though, *DecapAttack* is a lot of fun to play, and before long you will become completely hooked.

● **Les Ellis**

GRAPHICS **89**
▲ Fabulous use of bright, colourful graphics.
▲ The level guardians are hysterical!

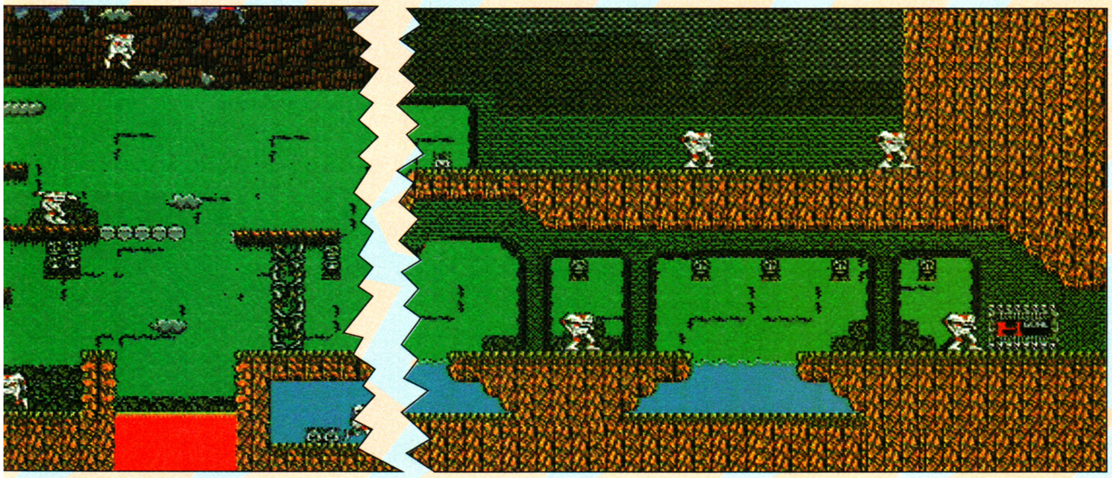
SOUND **80**
▲ Loads of varied tunes to play along to.
▲ Whoopy effects add to the comic atmosphere.

GAMEPLAY **78**
▼ Soon gets repetitive to play.
▲ Simple enough to get into at first.

CHALLENGE **82**
▲ Loads of levels with tough guardians.
▲ Enemy movements are unpredictable.

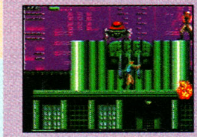
DecapAttack plays like it looks.
Guaranteed to raise a smile.

PROSCORE 81



ESWAT

SHOOT-'EM-UP
MEGA DRIVE
89



Exciting action in this conversion of Sega's popular coin-op. Colourful graphics and very addictive gameplay. It maybe a little easy for hardened gamesplayers but is a fine game nonetheless.

F-16 FIGHTER

FLIGHT SIM
MASTER SYSTEM
60

There are ten levels of action, with up to eight enemy MiGs in the area at once. This attempted flight sim on the Master System suffers from the same fate as Ace of Aces: sims just don't work on an eight bit arcade game machine. This is too complex for its own good.

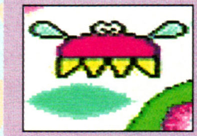
FACTORY PANIC

ARCADE ACTION
GAME GEAR
86

Feed the people and keep the factories running. Great graphics and a lot of fun to play. Will keep you coming back for more. Only just released but sure to be a hit as it ties in strongly with the current activities in the Soviet Union – who said console games weren't sympathetic to peace and harmony?

FANTASY ZONE

SHOOT-'EM-UP
GAME GEAR
65

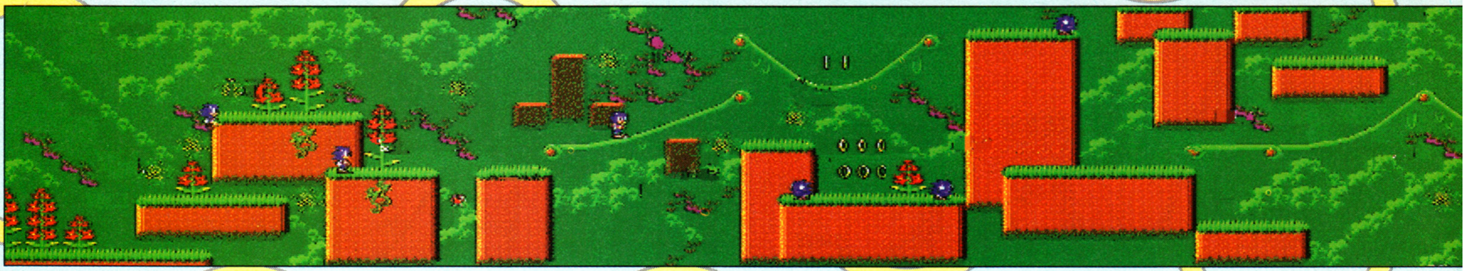


Another classic game redone for the portable. Very colourful graphics but a little slower than Halley Wars. This is the kind of game that the Game Gear was made for, but has been poorly implemented.

FANTASY ZONE

SHOOT-'EM-UP
MASTER SYSTEM
95

The original classic shoot-'em-up for the Master System. You must fly your ship through eight levels of brightly coloured alien landscape destroying everything in your path. Use any money you collect for buying improved weaponry for your ship. Very addictive and a contender for the ultimate shoot-'em-up award.



MASTER SYSTEM

SONIC THE HEDGEHOG

I don't know, what kind of a world is it that would allow an evil doctor to kidnap cute little animals and turn them into robots? Actually, it sounds pretty cool. Imagine walking down your local high street, not having to worry about stepping in excretory products from cats and dogs. Just think, you could sunbathe in your back garden without having to look around for sheep droppings before you laid down your towel. Yes we've got the measure of the animals now, their days of just being cute pets are numbered. The head of this animal-bashing organisation is the great Dr Ivo Robotnik, international mad scientist and all-round nasty piece of work. We love him. Good on him for capturing those pesky animals and turning them into something useful, like slave robots.

But the animals are fighting back. And who do they choose to rescue the stranded animals? A hedgehog! Wow, how scary. Prepare for hedgehog sandwich.

Bugger off, *Kick Off,* get outta here, *Out Run,* Sonic is here! To say Master System owners have been eagerly awaiting *Sonic* would be like saying Mega Drive owners are looking forward to the Mega-CD – one of the gross understatements of the year.

But Mega Drive owners have been mocking their 8-bit friends, sure that Sonic would never be properly translated on the Master System – how wrong they were. *Sonic* the Hedgehog is, quite simply, the greatest game to ever appear on the Master System.

Right from the title screen, you get the feeling that you are playing something really special – and you are. As soon as that cute little blue hog starts waving his finger at you, you can do nothing but watch in awe as the Master System performs feats unheard of on an 8-bit console.

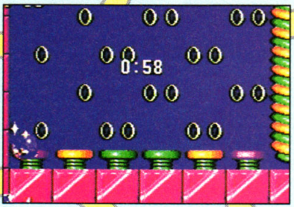
Sonic on the MD was never one to hold you up with loads of options, and neither does this, all you get is an informative little map at the beginning of each level showing your trail and the level name. A nice addition, reminiscent of Mario on the NES.

The levels are huge compared to what you normally get in a Master System game. They may have lost the parallax scrolling of the Mega Drive version but, personally, I think this is an improvement. Now the backgrounds give a subtle feeling of actually being in another world – the mountains scroll smoothly by on the first level – because they don't detract from the action in the foreground.

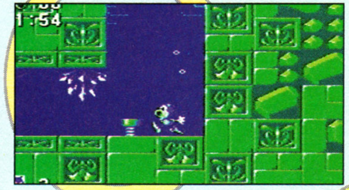
The environment through which *Sonic* ventures is practically identical to the Mega Drive game. It has everything from the original – and then some. The first two levels, although different in playing style to MD *Sonic*, are graphically the same. It is only when you encounter the

PROTIP

Whenever you see a box with an arrow pointing down in it, jump on it as this indicates a restart point if you die. If you miss them, you'll be travelling back to the beginning of the stage over and over again. Also, when you restart there, remember to jump on it again just in case you die again.



The bonus level in the Master System game is far better than on the Mega Drive.

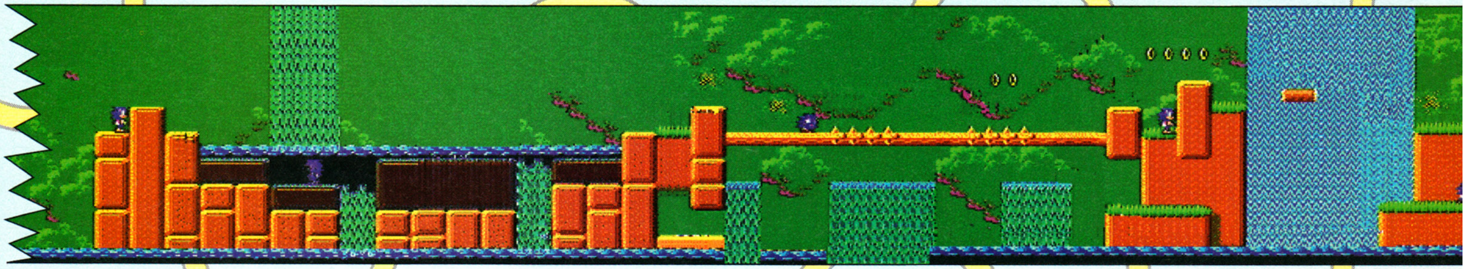


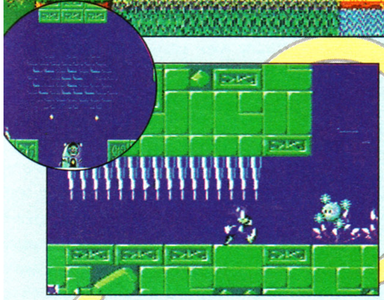
The underwater levels in *Sonic* are great fun, but watch out for the big bubbles because you need to gulp them to keep breathing.

PROFILE

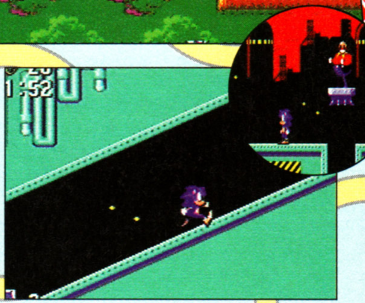
SONIC ● SEGA ● £29.99 ● OUT NOW

CART SIZE	2Mbit	**SUPPLIER**
PLAYERS	1	Sega Europe 16 Portland Road London W11 4LA
STAGES	6	
SKILL LEVELS	1	
FEATURES	n/a	✆ (071) 7278070





The Water level provides many tough challenges, like this strange creature that fires his four deadly balls at you. Just bide your time and let them go by to reach Robotnik at the end.



After travelling the many confusing and tiring tunnels of the Tech level, you encounter Robotnik on a flying platform. Keep a cool head to defeat this evil fiend.

Master System
SONIC
THE HEDGEHOG

Extra thanks and sausage sandwiches go to KC's Computers and Console Magic at 3 High Street, Loughborough, Leicestershire, & (0509) 211799. They managed to supply us with the cart despite the millions of paying customers who were clearing Sonic from the shelves faster than you can say "hedgehog sandwich". And it's hardly any wonder when KC is selling it for just £28!

waterfalls and then the jungle that you feel you're in a completely different game. The MS Sonic designers seem to have taken the best bits from the original game, and then added tons more excellent graphical effects and playability.

Now there's an interesting word, playability. The original *Sonic* sure had it, but admittedly the game did get a tad boring after a month or so. Once you'd completed it a couple of times, you never really wanted to go back to it. In my opinion, the Master System version is as close as you are going to get to the perfect game. The levels are much larger, the bonus stage is inventive, and above all the game is constantly challenging and enjoyable. And if you're wondering about the speed of the thing, fear not for it's still mind-numbingly fast. In fact, if you stick it on the Game Gear through the Master Gear, it's too fast! The LCD can't update quick enough, which is why I would recommend GG owners wait for the real thing, which will hopefully be slowed down and made more vivid for the smaller screen.

PROTIP

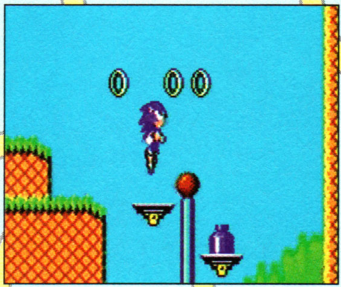
The first level guardian is a doddle, just hit him as he descends the side of the screen. The second Robotnik is a little tougher. Jump onto the middle platform and when he appears, jump on him and then jump onto the platform furthest from him. When he fires, jump straight up as the third bullet comes down. Jump on him again, and repeat till he's dead.

Lastly, bright and bubbly music plays all the time and matches the Mega version note for note – it even speeds up when you collect the turbo boots. The sound effects are also identical, even the whoops as *Sonic* jumps and collects rings.

All through playing *Sonic* I had but one thought on my mind; how the hell did they get the Master System to perform this. It smashes everything else on both graphics and sound, and the gameplay is unrivalled. Finally, I know many readers may not believe it, but the Master System version of *Sonic* is actually better than the Mega Drive version. Just watch those Power Base convertor sales rise and rise as word of the MS version spreads. The likes of *Out Run* and *Super Kick Off* can forget it. Sonic will be number one for Christmas without a doubt, and is sure to be running rings around the competition way into 1992!

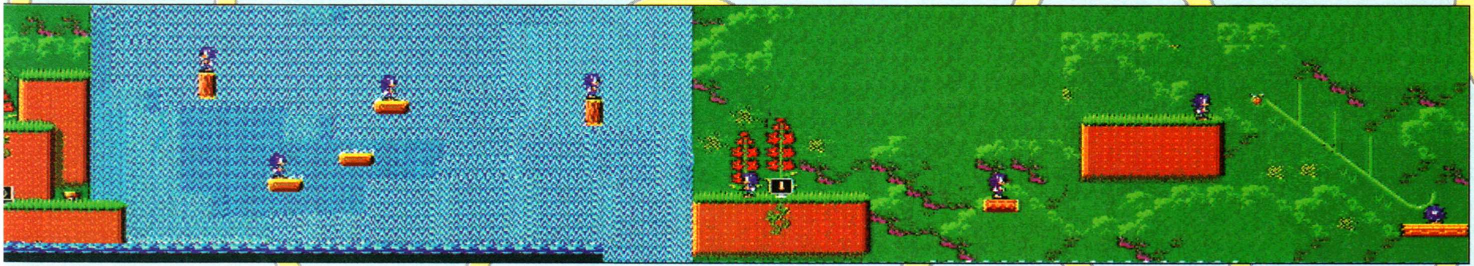
Les Ellis

08
0:04
SEGA
pro
YO!



Jump, Sonic, jump! Those rings hold extra treasures because at the end of every level you can cash them in for points. If you can collect 100 rings in a row, you'll be awarded with an extra life! The scales pictured here are just one of the many interactive objects that have to be mastered if you're to get anywhere.

GRAPHICS ▲ Superb detail on all levels and sprites. ▲ Astonishing speed that will blow your mind!	97
SOUND ▲ Faithful renditions of the Mega Drive music. ▲ Decent effects are a MS first!	93
GAMEPLAY ▲ Very responsive and accurate collision ▲ Damned addictive jumping action	96
CHALLENGE ▲ Still a bit too easy. ▲ Long, mind-teasing levels.	93
It is quite possible that Sonic will never be bettered on the Master System. **PROSCORE**	96



pro test

LOUD AND PROUD

Yo! ProTest!

Just thought I'd write you a letter to say I love your new mag, It makes me proud to own a Sega. I have enclosed a photo of myself to really improve the letters page. Don't you think I'd look good in a SegaPro T-shirt? Especially as I'm the first person to write to you!

Mark Dandeker, Pinner

Who would you prefer in the letters page every month, Mark Dandeker or Dannii Minogue? Whoever wins gets the T-shirt.

HEAVY BREATHER

To Whoever answers this column

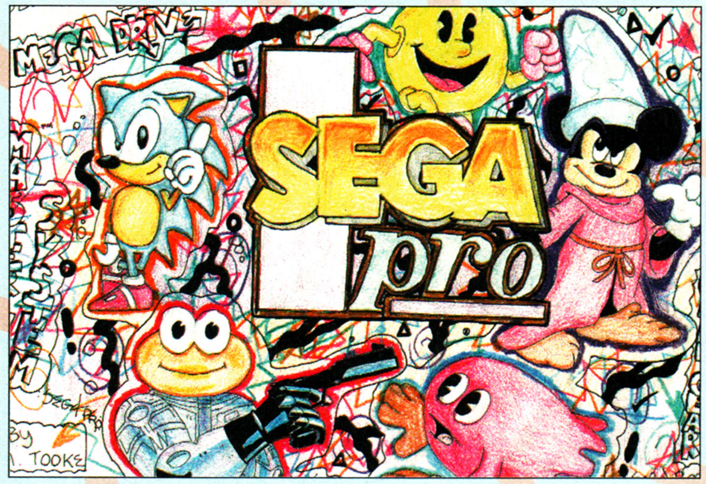
Well, where can I start? (Take a deep breath.) This is the best Sega magazine I've ever seen. There are great new ideas like...

[six pages later]...The only bad thing I have to say about SegaPro is that it may be a bit expensive. If you missed the first issue you would be sorry you did; and I don't give compliments easily.

Oh, what does 2Mbit, 4Mbit and 8Mbit mean?

Yours faithfully (to SegaPro)

Derek Yeung, Preston



Drawing sent in by Anthony Tookes

A bit expensive, you say. Well, true, £1.95 is a lot of anyone's money, but which would keep you enthralled for longer, a terrible Sega cart for £29.99 or a subscription to SegaPro at £19.99? If anyone missed the amazing SegaPro#1, they can get it for £2.00 from Back Issues, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.

The Mbit denotes the capacity of a cartridge, and is valued at 128K per megabit. There's a full explanation in ProNews this month.

RIP OFF!

Yo! ProTest!

Your mag is perfect, from the value for money to the reviews. But that Teradrive compo is what I call a real rip-off. I mean, I'm not paying a couple of quid to enter a competition that I'm probably not going to win.Why don't you write them in your mag? You'll get a lot more entrants. And I would certainly be one of them.

Sim Brambley, Notown

Whatever you say, one thing's for sure, you ain't gonna stand a chance of winning if you don't ring up at all.

Anyway, we have proof that over 2,000 people disagree with you. Every issue, we also ensure there's at least one other compo in the mag that doesn't require you to spend extra money, like the great Datel giveaway this issue (p16). Why not enter that one, Sim? Look out for the compo-packed Xmas issue.

**TO BE THIS GOOD TAKES AGES
TO BE THIS GOOD TAKES SEGA
TO BE BETTER TAKES SEGAPRO
(C) Stuart Ward**

Got something to say – write to ProTest, SegaPro, 7A Wicker Hill Trowbridge, Wiltshire BA14 8JS.

ProQuotes

The mailbag was packed, but so is this issue, so to save space here's just a few of your thoughts on issue one.

"Praise the Lord! At last a mag with some balls!"

Tony from The Shires

"I couldn't believe it, at last a decent Sega magazine."

Tony Lock, West Sussex

"I especially like the reviewing system."

John Cullern, London SE9

"ProNews is not only informative but also bang up to date."

Tony Callow, Bedford

"Where does earwax come from?"

Ryan Brennan, Co. Antrim

"It's refreshing there's no childish crap from your editors."

Nick Pegg, Harrogate

READER CHART MEGA DRIVE

1. Sonic the Hedgehog
2. Wrestle Wars
3. John Madden Football
4. EA Hockey
5. Golden Axe

Sim Brambley, Notown

"The most excellent thing since, er, sliced bread."

Simon S Misra, Wigan

"I buy three magazines a month, but I think I'll give them up and stick to SegaPro."

Idris Drief, Barnet

"I don't usually write letters, but if you go on like this, you could have a regular crawler."

Richard Lunt, Clwyd

"Totally excellent, dudes!"

James Frost, Slough

"It's more like buying into a Sega club than buying a magazine every month."

Anthony McEwan, Ross-shire

"It's much better than all the other Sega mags."

Dominic Williams, Dyfed

"The reviews are great as they explain the game in Real English."

Paul Kain, London SE9

"The best Sega mag ever!!"

Gilbert Anderson, London NW10

PROBLEMS & PROCURES

Queries have been flooding in by the sackful. It seems there are thousands of Sega owners out there who haven't been getting the information they want - until SegaPro arrived.

James Nixon, **Alex Learmouth**, **Pratul Patel** and **Paul McErlean** were among the many readers who wrote in with questions about the Mega-CD. Well, here's a few facts that should answer your queries.

The Mega-CD is rumoured to be launched in the UK officially next September at £299. CD games *should* cost around the same as normal carts (actual production of CDs is much cheaper than carts, though). Import machines will be available in mid-December, as the unit is released in Japan on December 1 at around £225. The capacity of a games CD is around 4,400Mbits, equivalent to 1,400 *Sonic* carts! Will it be worth it? Definitely.

★

Sonic also gained a few questions. For **Hadley Wilks** and **Josh Beck**, *Sonic* is coming out on the Game Gear and Master System, and it should be available early next year. As for a sequel, well does Alex Kidd have big ears?

★

Any chance of running 16-bit Mega Drive games on the 8-bit Game Gear? No chance whatsoever **Faheem Karim**, the circuitry is based on a 8-bit Master System.

★

Stuart Ward, who "nearly fainted with the colour pages" last issue, had a strange question. He wanted to know what this RPG was that we keep talking about. Well, RPG stands for roleplaying game. These are basically games that require you to play a specific person and go on a quest in search of something. Good examples are *Shining in the Darkness*, *Phantasy Star* and *Sword of Vermilion*. He also asked what the largest Mega Drive cart size was. Well, 12Mbit so far, although it is only limited by the capacity of the chips in the cart, not the machine itself.

★

David Roll has just been given a Master System II by his parents. Don't worry, Dave, all the Master System I games are compatible with it.

★

Advanced WWII Simulator is riding high in the Japanese charts at the moment and **Neil King** wants to know where he can get hold of it. Well, we got our copy from Console Concepts, who are on (0782) 712759, but be warned it's full of Japanese text and consequently unplayable.

★

Finally **Simon Kobayashi** and **Josh Beck** wanted a page for drawings - but didn't include any themselves! Send 'em in and we'll print them. See you all in the next bursting issue of SegaPro.

EXIT RESULTS

Many of you spotted the Exit compo on the contents page – the best entry by far was from **John Cook** in Cambridge with: A blonde goes into a bar carrying a French stick under her arm. She looks at the barman and says... "I'll have a Pernod, and a lemon and lime for my loaf." The bemused barman looked her in the eye and said... "I can serve you, love, but I can't serve the bread as it looks half cut already." A Sega cart is on the way to you, John.

Don Johnson is 42 years old on December 15 – that's almost as old as Dominic Handy.

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MEGA DRIVE

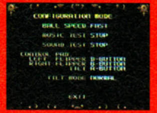
DEVIL YO!

SEGA pro

Ever wanted a subtle blend of pinball action with a touch of extreme occult violence? If this is the sort of thing that tingles your taste buds then *Devil Crash* is the game for you. Forget all those wimpy games where you have to hit a little ball against a few buffers for 2,000 points, this game allows you to slaughter the hooded monks and demon creatures for 700,000.

The game first appeared on the PC Engine as a sequel to *Alien Crush*. Now the two forces of good and evil must battle it out one last time for total supremacy. Only one can win, and it is up to you to make sure good triumphs over evil. So enter the castle of the Devil and kick him back to where he came from (ie, the PC Engine).

PROTIP There is a hidden options screen offering lots of stuff. If you press A, B, C and START on the title screen you'll be transported to it.



```
CONFIGURATION MODE
BALL SPEED FAST
MUSIC TEST STOP
SOUND TEST STOP
CONTROL PAD
  LEFT FLIPPER B-BUTTON
 RIGHT FLIPPER B-BUTTON
          TILT A-BUTTON
TILT MODE NORMAL

EXIT
```

Mega Drive Cartridge メガドライブ専用
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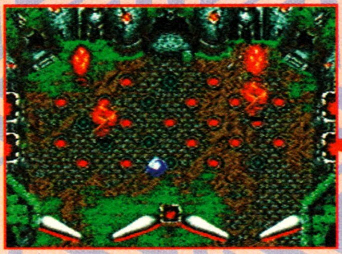
As soon as the title screen crackles and fades into view you know that *Devil Crash* is no ordinary game. It may have something to do with the booming music, or maybe it's the way that the bloodshot eye looks around dragging all the entrails with it. If you're gonna play this, prepare to get bloody.

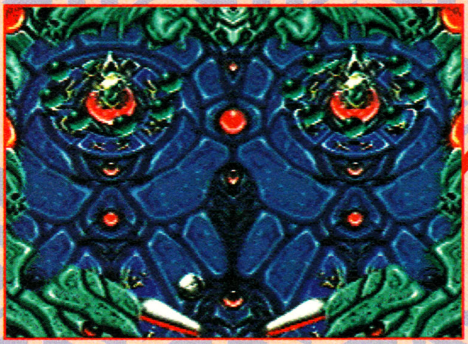
The main pin table is about three screens long with some super smooth scrolling joining them. This table depicts the inside of a gloomy Gothic castle with the dark lord's minions roaming about. Attention to detail on the table is superb. As the ball flies up and down the screen at ridiculously fast speeds, the eyes of most of the monsters will follow you around the screen.

Animation on all the sprites is brilliant and actually makes you feel like you are wiping them out in the most painful fashion as they explode when the ball hits them. At no time does the game slow down, regardless of how many explosions and sprites are on screen. There are literally dozens of bonuses that can be had by wiping out certain groups of creatures or by hitting the ball into certain places.

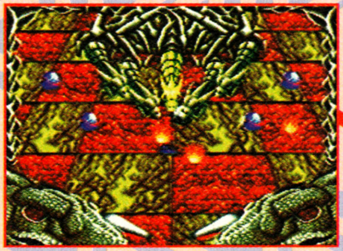
When a creature is lit by an arrow you can hit the ball to them to enter one of the six special bonus stages. Here mega points are to be had if you can complete the stage, but the odds are stacked against you. The graphics on these special stages are breathtaking, especially stage six



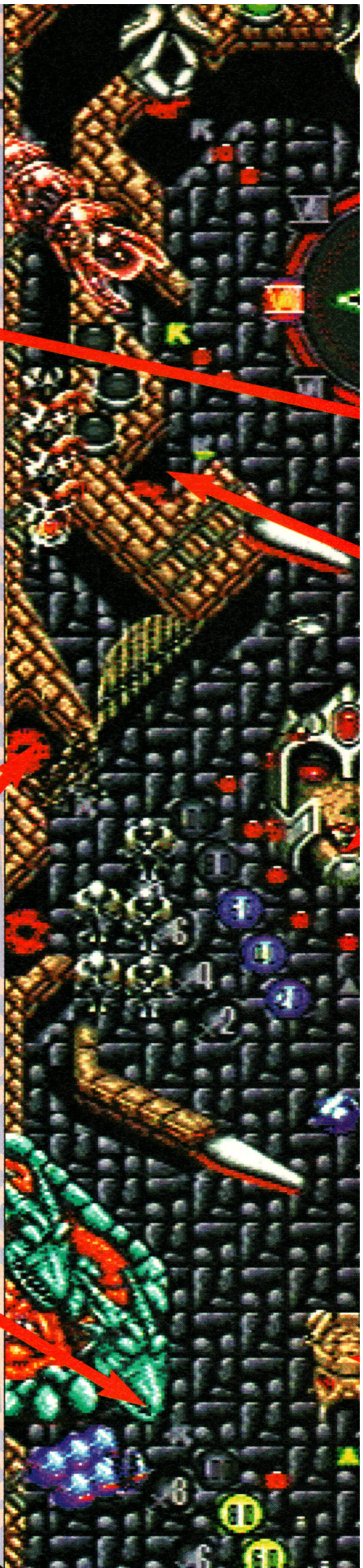
Stage 5 – You must destroy all the fire demons over the holes to light them up. When they are all lit and the door at the very top of the screen has been opened, you are in for a big score. Without doubt this is the hardest and most frustrating of all bonus stages. Even after playing *Devil Crash* for a long while it's impossible to master.



You'll get to a random bonus stage when going through this exit. Here you see stage 3. Destroy the globes and the wizards can then be hit. Smashing into the wizards five times will destroy them. Easy because the ball often gets trapped inside the globes.

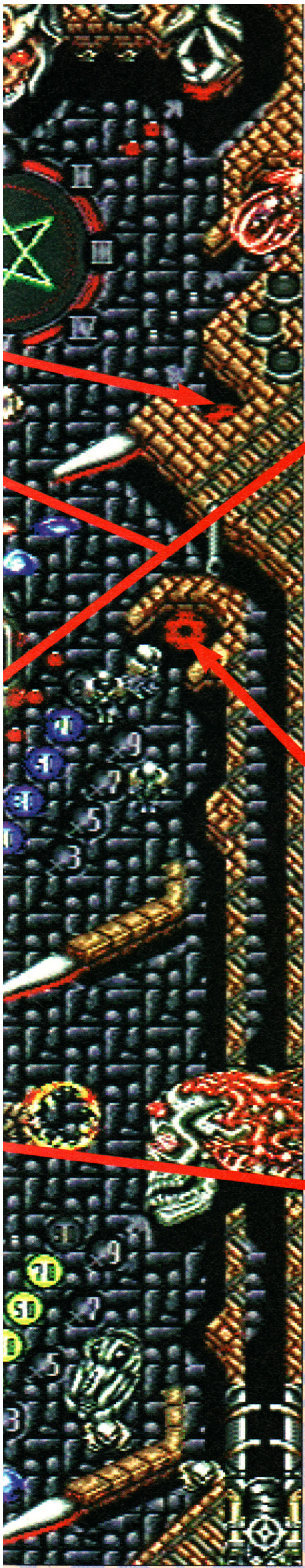


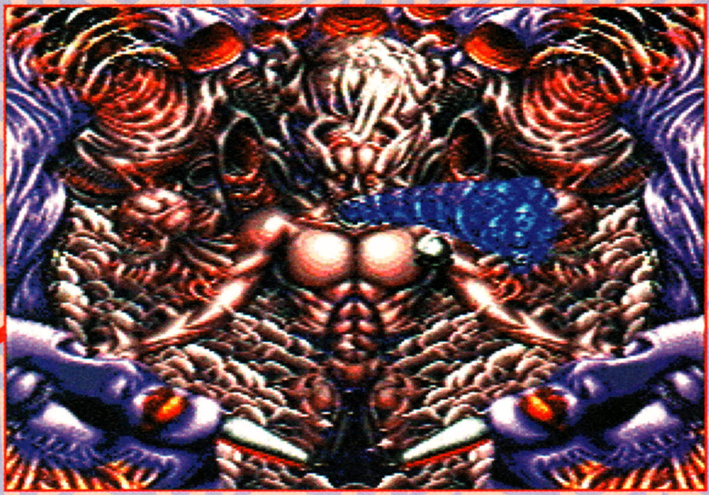
Exiting here – which is possible only after destroying the blue eggs underneath – takes you to stage 1. Five dragons spit fireballs at you. Get the ball to roll around the edge of the screen to create a mass wipe out.



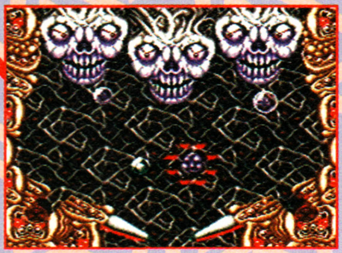
Tasmanian Devil: Runs around very fast and never stops.

AVAILABLE IN
JAPAN

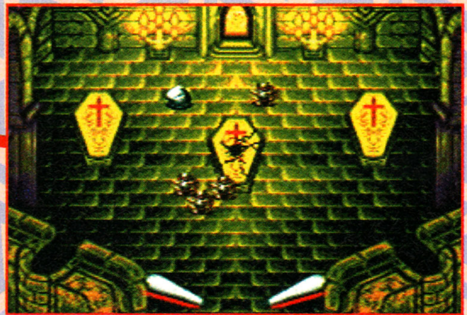




In the top section it's possible to get into any of the bonus stages. Simply direct the ball into the relevant illuminated exit after destroying the skulls on the ceiling. Above is stage 6. Hit the monster's head ten times, then do it again when it swirls around the screen. Hit the main head to finish the stage.



This exit is opened at the start of the game and will take you randomly to one of the bonus stages. Here you can see stage 4. The three menacing skulls are protected by the balls of demon plasma. Hit the skulls eight times to kill them. Relatively easy if you remember to miss the demon plasma.



While putting the ball through this exit blocks the escape route at the bottom of the screen (which is hugely useful in itself), it also takes you to batty stage 2. However, you've got to get the ball through the exit section five times in a row – tricky, to say the least. Still, bonus screen 2 – if and when you manage to get to it – boasts the best music; it's fast and furious. The idea is to hit any of the three coffins a number of times. Bats will swarm out and generally be a nuisance – forget them. Instead, hit the coffins five times each to wipe them out.

PROFILE

DEVIL CRASH ● TECHNOSOFT ● £34 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	6
SKILL LEVELS	2
FEATURES	password

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which has to be seen to be believed.

Sound effects aren't half-baked synth notes either. An ominous, tolling tune greets you on the title screen and then the real thumping music plays throughout with a separate tune for each of the special stages. The sound effects include the incredible laughter when you lose a ball to the huge explosions when you seriously wipe out the demons.

As for playability, well *Devil Crash* can't be touched for addictiveness. The password system that is used means you can come back to the same point in the game time after time, with all the balls etc kept preserved exactly. Very useful!

Incidentally, if you're about to lose a ball PAUSE the game and press A to get a password. Reset the machine and go to the password option and you will find the same password is now the the default password. Press START and you will start where you left off, with your ball back in the firer.

Devil Crash is without doubt the number one pinball game on the Mega Drive; *Dinoland* is nice but doesn't come close. Great use of graphics and sound combine with well thought out gameplay to make it a fantastic play.

● **Les "Tilt" Ellis**

*PRO***TALK** **The graphics are excellent; especially the bonus screens. There's more to this game than good looks and sound though – it's hugely addicitive and keeps you coming back for more.**

Name...RICHARD "ETCH" UREN
From ....TROWBRIDGE
Age 15
Fav game.........................ARCUS ODDYSSEY
Machine owned ....MEGA DRIVE

GRAPHICS **92**
- ▲ Amazingly large and detailed playing area.
- ▲ Loads of horrific creatures to explode.

SOUND **89**
- ▲ Eight different and vibrant tunes.
- ▲ Loads of huge and original sound effects.

GAMEPLAY **90**
- ▲ Simple in concept but fiendishly addictive.
- ▲ Amazingly fast at times.

CHALLENGE **91**
- ▲ Very tough to finish ALL the bonuses.
- ▲ The challenge never lets up.

A need of more judgement than luck ensures *Devil Crash* will last for ages.

PROSCORE 92

CRASH

AVAILABLE IN
JAPAN

GAME GEAR

SUPER GOLF

Maintaining his full-tilt, maximum overdrive work on SegaPro leaves "Seve" Butt little time to play one of his favourite weekend activities, golf.

Many a day earlier this year you would have seen "Butter" on his local course polishing up his putting or slogging the ball in the general direction of the flag. Now this popular sport that attracts the largest prize money and the most tasteless clothes is out for the Game Gear.

You may select a variety of characters to play with, your caddy and whether you want to practise, play against a friend or battle the ruthless computer. Each hole is scrolled over from flag to tee-off mat before you can begin; this helps you to familiarise yourself with the hazards and safe zones. Then it's time for would-be Palmers and Faldos to show off their expertise and yellow plus fours.

All too often games based on golf are crammed with so much detail and authenticity that the actual game becomes unplayable. Happily, this is not the case with *Super Golf*. But there are no less options than normal to simplify play, in fact some extra innovative features do away with the boredom and make the game real fun to play.

For instance, you can select your own caddy. Each has a different personality and gives useful advice. In addition, all the graphics are presented in cartoon style, with every player having a real character. Then there's the tunes which play during a game. These are very lively, yet are still tolerable after many hours play. There are also many little congratulatory tunes such as when you get a Birdy or an Eagle which add sparkle to the game.

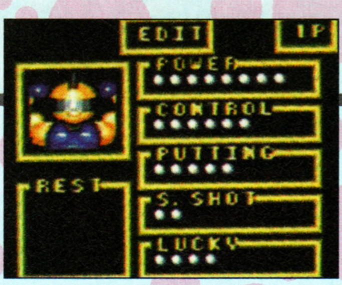
PROTIP Getting the maximum power on the scale takes practise. Once achieved, the screen flashes to indicate overdrive. This is sometimes the only way to clear a lake or bunker. So use the training mode to perfect it.

The many natural obstacles that litter the rough area of the course all have substance, so that a tree may ricochet your carefully aimed ball in the opposite direction. The varying degrees of rough all affect your ball's movement and power so that even in a game that is essentially action, realism is still important.

Realism is something that may not be immediately apparent with *Super Golf*. For a start the view is from above, not the conventional first-person perspective as seen in games like *World Class Leader Board Golf*. Secondly, the graphics are not exactly digitised. They are drawn in the inimitable Japanese style, with large eyes and vivid features. This doesn't detract from the realism, though, as all this is made by the varied courses, with trees and bunkers, and things like the slope of the ground and the direction of the wind. All of these are essential elements, and their accurate implementation – as seen here – can make or break a golfing game.

The only disadvantage with *Super Golf* is that it only contains a single 18 hole course. This may not be enough for dedicated enthusiasts, although the graphical and sonic memory trade offs are certainly worth sacrificing. Above all, *Super Golf* makes a relatively tedious game fun and enjoyable.

● **Damian "Putt" Butt**



You have 25 golf balls to allocate between the attributes for each player. This is a very useful feature as it allows players poor at a certain area to boost their character's skills to compensate.

PROFILE

SUPER GOLF ● SIGMA ● £24 ● IMPORT

CART SIZE	1Mbit
PLAYERS	4
STAGES	18
SKILL LEVELS	1
FEATURES	n/a

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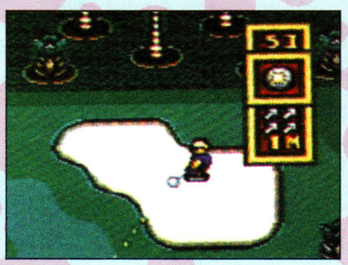
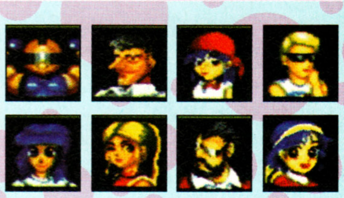
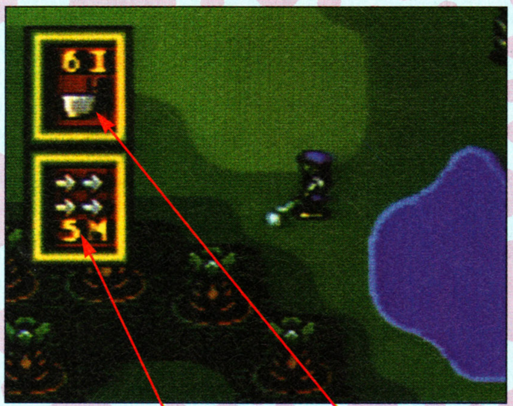


Stuck in the bunker? Got sand between your toes? Don't worry because a little chip will take you directly onto the green. Even the wind is light.





● Before you take any shots, be sure to check the state of the wind. Here it shows that there is a five mph wind running from left to right. This shouldn't be too much of a problem.

● Look at the distance you wish to hit the ball and then judge which club you should use. The six iron chosen here will take you around 150 yards if used at full strength.

Super
GOLF
スーパーゴルフ
1-4
sigma
ゲームギア
専用ソフト
GAME GEAR

GRAPHICS 80
▲ Finely drawn and smoothly coloured holes.
▲ Realistic animation; comical characters.

SOUND 83
▲ Great chirpy tune to raise your spirits.
▲ FX such as ball swipes and splashes.

GAMEPLAY 88
▲ Very easy to pick up and play.
▲ Overhead view makes a change.

CHALLENGE 79
▼ Only one course reduces lastability.
▲ The computer's a tough cookie.

The original approach makes *Super Golf* a curiously addictive change.

PROSCORE 84

The word "golf" comes from the Middle Dutch word "colf", meaning club.

KABUKI SOLDIER

The dreaded shape-changer demon Vozaku had spent months infiltrating the clan house of Kabuki. The master of the hidden art was asleep when the usurper struck. There was no great battle, no legendary victory or task, the demon simply poked his finger into the back of Lord Ozacki's neck and he fell silent forever.

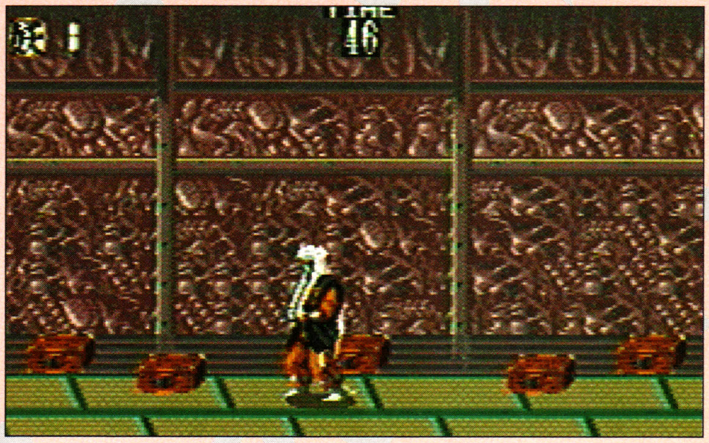
With the hidden art – the demon's only weakness – gone, it set about ruling the land using dark magic to crumble his enemies to dust. Now Lord Ozacki's finest Ronin have set out to avenge their master and rid the world of Vozaku's reign of terror. The road to the demon's palace is fraught with danger, and his ninjas, sumos and demon half-breeds will try to stop the Ronins.

Only through using the hidden Kabuki art of combat and magic will the avengers live to kick the demon's head in.

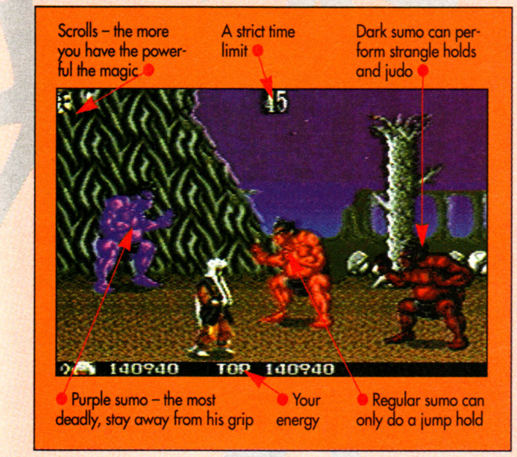
Disgusting was the first thought that entered my head as I played Kabuki Soldier. This has nothing to do with the game itself, it was the tasteless flock wallpaper on the options screen that turned my stomach.

But, despite having a choices screen that looks like the inside of an Indian restaurant, and only a few options, Kabuki has many interesting features that may attract beat-'em-up junkies. For a start, the game looks good. The lands you traverse are exciting and colourful with oriental overtones. The temples, petrified forests and ravines are all convincing and set the scene for a fighting frenzy similar to Double Dragon.

PROTIP On level three, there is a waterfall close to the path. If you push up and enter it, you will be in a room with droplets falling from the ceiling. If you are injured, you will receive units of energy for every droplet that hits you. This will also mean you do not have to deal with the thugs in front of the waterfall.



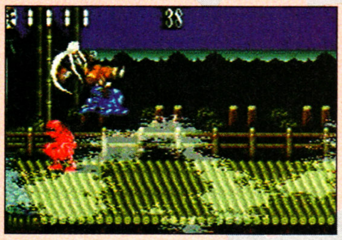
If you fall under a bridge on level three you will enter a secret room. In here you can pick up extra bonuses.


Scrolls – the more you have the powerful the magic
A strict time limit
Dark sumo can perform strangle holds and judo
45
140940 TOP 140940
Purple sumo – the most deadly, stay away from his grip
Your energy
Regular sumo can only do a jump hold

The way you can pick up an opponent and throw him all over the shop is nothing new (Streets of Rage?) but highly satisfying. Kabuki also adds the additional twist of being able to fling him to the ground and stomp the thug into the dirt. You can also perform a spectacular move resulting in you spinning a sumo around, taking out all in range and then chucking him off a mountain. The music that accompanies this is a terrific thumping affair, but I found the punch and kick noises to be a bit lame.

Kabuki's biggest disappointment was the fact that it is so easy. With only two difficulty levels and far too many continues, two-player mode it is a walk. It could have done with at least ten more levels to spice it up, and a few more opponents thrown in for good measure. After five levels, the same tired old characters leapt out to meet their maker – you would have thought they would have learnt their lesson by now...

● Damian "snake eyes" Butt



On the third level, you will enter the mist. This is here to confuse you and hide approaching deviants. Here you are in the hands of a zombie goblin who is trying to pull off your white wig. The time ticks down at the top.

PROFILE

KABUKI SOLDIERS ● TAITO ● £34 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	5
SKILL LEVELS	2
FEATURES	teamplay

SUPPLIER
Console Concepts
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✆ (0782) 712759

GRAPHICS ▼ Levels are a little unimaginative. ▲ Main character is superbly detailed.	80
SOUND ▼ Sparse punching noises and no screams! ▲ Great music for each level.	71
GAMEPLAY ▼ Enemies are not very intelligent. ▲ Masses of violent enjoyment.	79
CHALLENGE ▼ Not enough levels or difficulty settings. ▲ Initially tough for one player.	66

Kabuki looks and sounds great, but is ruined by its ease of play.

PROSCORE 73

Message from Martyn Race to Tracey Cheeseman: Happy 27th Birthday, sexy!

AVAILABLE IN JAPAN

BIO SHIP: PALADIN

MEGA DRIVE

Things hadn't gone too well for the crew of the Bio Ship: Paladin. First the big end went. Then they got stopped for speeding on the M25. Now, to top it all, the aliens have invaded – typical!

With nine areas to be negotiated, things looked bleak, till one of the technicians discovered that a collision with a blue ball of energy could stimulate the ship's bio-sensors and increase its size.

As the Paladin entered the first combat zone, the full scale of the odds became apparent. To even stand a chance of success, the ship's crew would have to become experts at using the front lasers, photons and the powerful super weapon. The enemy has pulled out all the stops to finish you off, and the sky is full of war machines.

Live long and prosper – or, alternatively, get blown away in the first five minutes.

You get lulled into a false sense of security with *Bio Ship: Paladin*'s decidedly ordinary introduction. The options allow the lives, level and control pad configurations to be changed as you would expect, but there is no fabulous music or title screen to accompany them.

Once you start the game, however, the graphics immediately impress with the first level taking place over a demolished city. Everything is superbly coloured and shaded, and things only get better. The sprites have been meticulously designed and drawn to be so realistic that you feel you're watching a movie. The warships at the end of each level are particularly noteworthy; they are the best I've seen in a long time. If you've seen HR Giger's artist's impressions for the Nostromo in Alien, then you'll notice a definite similarity.

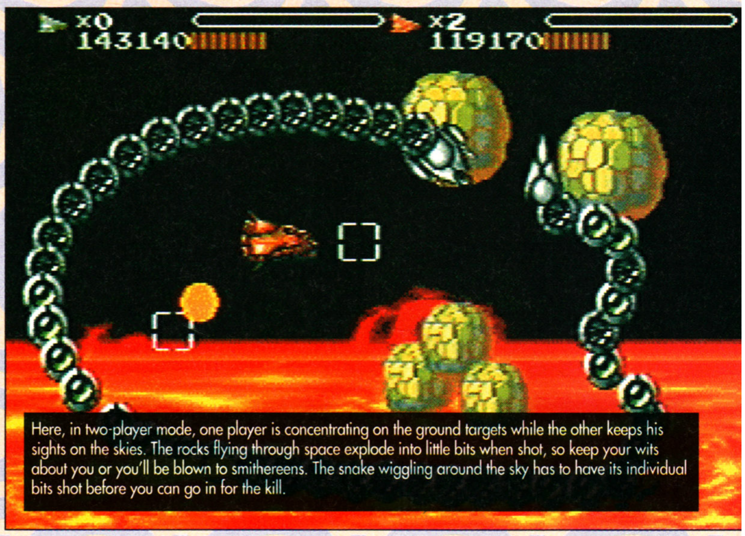
The sonics continue to help the gory atmosphere, with a decent tune playing throughout and satisfactory – although not very original – shooting effects. I did think that more could be made of the explosions and the arrival of the guardians.

With so many attractive features, you may question why *Paladin* has got such an average ProScore. The answer lies in its playability, or rather lack of it.

When both ships, plus a horde of aliens and their missiles, are on the screen, the action slows down terribly. The difficulty level is also set way too low. On two-player mode *Paladin* was completed on the first attempt. With three continues, this game should have had at least 15 levels of increasingly difficult terrain. Instead, *Paladin* has nine levels that don't get difficult in any particular order and are very easy to complete.

● **Damian Butt**

PROTIP Play *Paladin* in two-player mode for best results. Let one person use his front lasers and super weapon to take out the main bulk of the enemies. The other ship should be set on sights, taking out the turrets and ships.



Here, in two-player mode, one player is concentrating on the ground targets while the other keeps his sights on the skies. The rocks flying through space explode into little bits when shot, so keep your wits about you or you'll be blown to smithereens. The snake wiggling around the sky has to have its individual bits shot before you can go in for the kill.

PROFILE

BIO SHIP: PALADIN ● UPL ● £34 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	9
SKILL LEVELS	3
FEATURES	teamplay

SUPPLIER
Console Concepts
223b Waterloo Road
Cobridge
Stoke-on-Trent
Staffordshire ST6 2HS
© (0782) 712759

GRAPHICS 86
▲ Varied backdrops contain vivid colour.
▲ Beautiful and original alien craft designs.

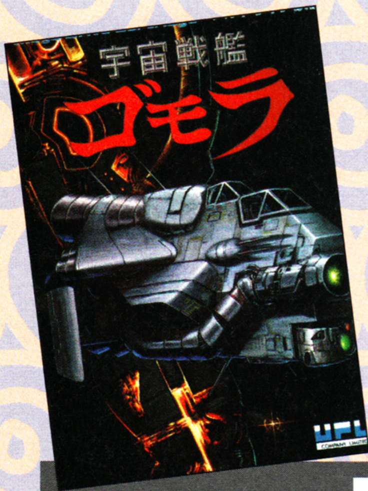
SOUND 70
▼ Lack of original effects.
▲ Acceptable tune plays throughout.

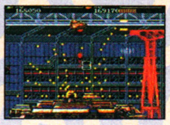
GAMEPLAY 74
▼ Slowdown ruins great playability.
▲ Brilliant two-player interaction.

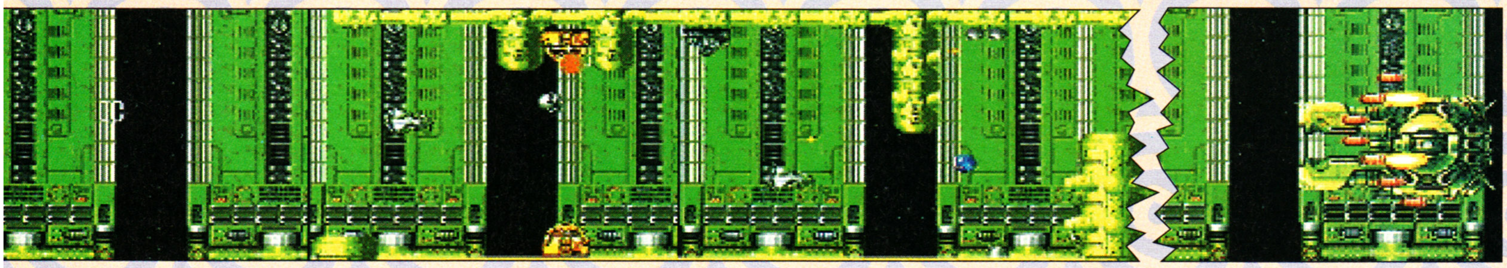
CHALLENGE 69
▼ Not enough stages.
▼ Stages too easy for two players.

The slowdown is so bad it completely ruins the gameplay.

PROSCORE 71







Paladin was one of the legendary 12 peers of Charlemagne's court!

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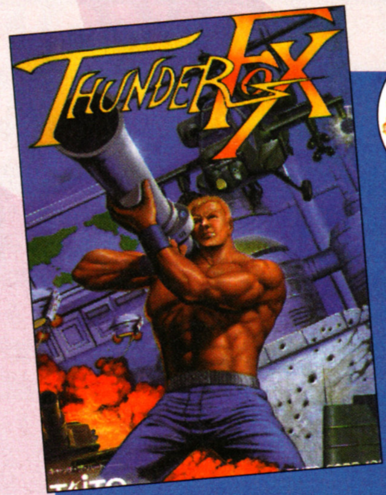
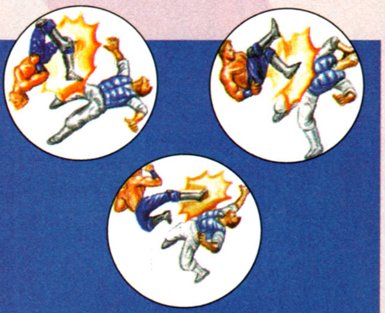
REVIEW EXTRAS

If we had one year and 500 pages in which to do each issue of SEGAPRO then perhaps, just possibly, we might be able to cover every game released for Sega in the depth we'd like to. As it is, in an attempt to cover every single game released all over the world every month on Sega, we've had to compromise the ProReview section and squeeze a few games in here.

The fact that some games are here is no reflection on their quality, though. For instance, they may have just missed last issue and were too old for review this month, or perhaps their release is not as widespread as possible. Games like *Fire Shark* and *Phelios,* though, are old import games now coming out officially. These have been well-documented elsewhere so there's no point going over old ground.

Of course, small reviews are not ideal, but our aim is to inform you of everything happening in the Sega world – not just what fits nice into the review layout. We hope you agree.



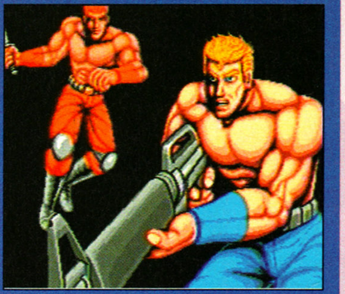


THUNDERFOX

Mega Drive ● Taito
£33 ● Import

Firstly, a word of warning: this will only work on imported Scart machines, so if you own an English machine, don't buy it.

Thunderfox sets you against an enemy army who don't stand a chance. It's basically an enjoyable beat-'em-up with average sound and only slightly better graphics.



In *Thunderfox* The animation is a little jerky but the overall feeling is of fast, frantic action.

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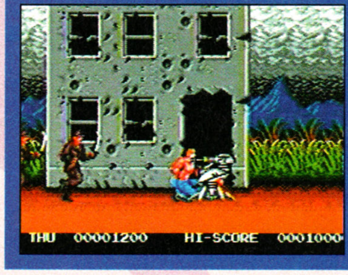

A two-player mode would have made *Thunderfox* a lot better, but as it stands it's good, but not that good. With the likes of *Alien Storm* already out officially, most people won't find much in this very easy import game. Besides, being scart only – and Japanese scart only at that – means a huge proportion of Sega Mega Drive owners will never get to play it anyway. Roll on UK conversion.

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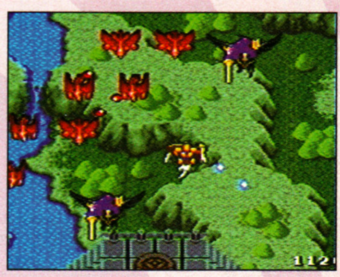
PHELIOS

PHELIOS

Mega Drive
Namcot
£34.99
Out Dec

Phelios takes vertically scrolling shoot-'em-ups into the mythological age. Do battle with the likes of Medusa and her cronies as you try to restore peace and rescue your princess (yawn).

Slightly predictable plot with graphics to match. Nothing stands out as different, not even the fact that you ride on a flying horse. Mediocre sound and presentation with the addition of very little playability make this a non-starter. The levels are too short and too easy to finish, so the game offers little challenge to any accomplished blasting freaks (ie, most Mega Drive owners). Save your money and buy a decent shoot-'em-up like *ThunderForce III.* Give *Phelios* a miss.



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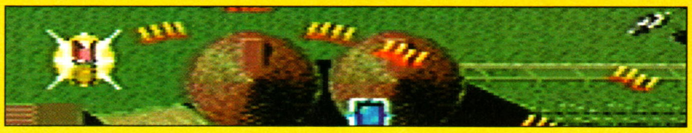
RAIDEN TRAD

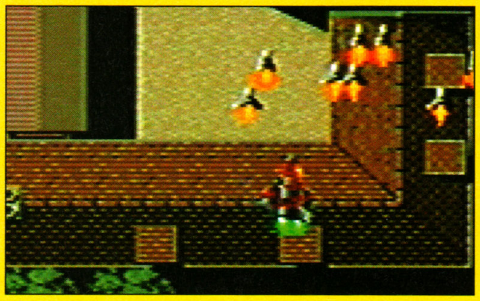
Mega Drive ● Bignet
£39.99 ● Out Now

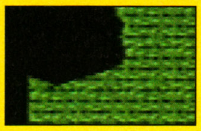
Vertically scrolling shoot-'em-ups are not exactly a rare occurrence but they always seem so damn addictive. *Raiden Trad*'s been out on import for a few months now, but because Ubi Soft have just picked up the European distribution licence we thought it was worth a recap.

The whole game is almost great. The sprites are good, but not great. The sound is okay, but nothing stunning, and the gameplay is pretty much the standard shoot-'em-up stuff. One element that does stand out is the background. This is always very detailed, right down to the cars, motorbikes and cows that are constantly on the move beneath you.

The levels present a decent challenge, but the basic gameplay is very unoriginal. With this genre being so massive on the MD, you could easily find a better game.







Raiden Trad comes on an 8Mbit cartrifge, so – as you might expect – the levels are big, varied and often graphically stunning. The sound is, in places, jolly good too – but they aren't easily appreciated in screen shots.

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PROSCORE 76

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MASTER OF WEAPON
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MASTER OF WEAPON

Mega Drive ● Taito
£34 ● Import

Yes, it's another vertically scrolling shoot-'em-up. Mega Drive owners must get sick of them, especially when they are as poor as this.

That's a tad unfair because the game does have redeeming features: frantic gameplay, huge end-of-level guardians and excellent effects. However, it's too easy by far. How would you feel if you'd paid £35 for a game and finished it first go? Ripped off, I bet, and that's exactly what this game is. For pure arcade blasting action it's a treat. Consider this if you haven't got a shoot-'em-up.

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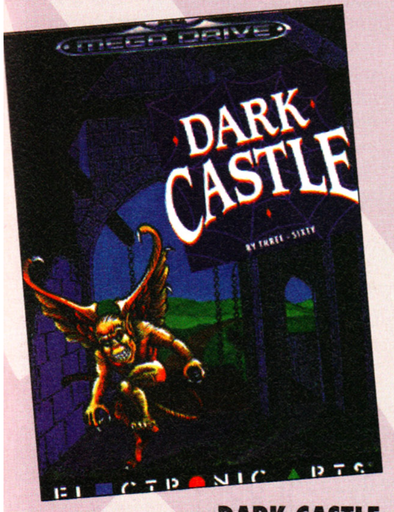

DARK CASTLE

Mega Drive ● Electronic Arts
£34.99 ● Out Now

Electronic Arts have a brilliant track record at the moment, which is why we were surprised when this one sneaked in the door. There was no blaze of publicity, no dollybirds, no free cars for the reviewers, just a little note saying that it's just been released and it's £34.99.

We should have known that there'd been a hiccup in EA's plans. Basically, this game is naff. It's almost totally unplayable due to poor control response and the graphics are far too small for comfortable play. The only redeeming feature in the game is the sound which was pretty cool, especially the effects.

This is certainly one of the most frustrating games to play, so if you're one of the people who completes games with ease this could give you some real grief. Not very enjoyable, though.

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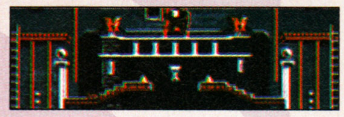
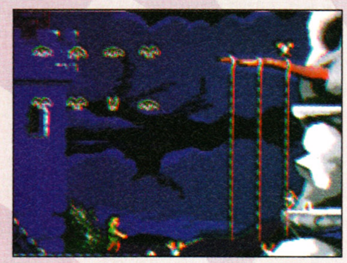


While *Dark Castle* may be a dog to play, it features numerous different and humourous challenges in a very short area. It also has some great sampled sounds – but that's all really.



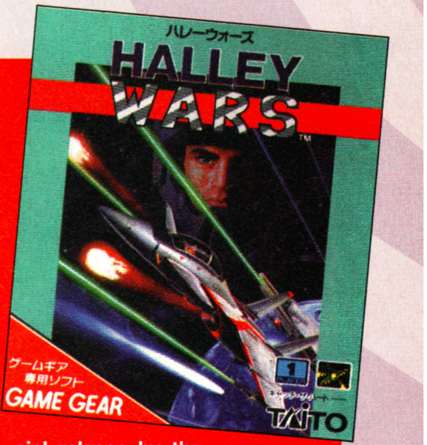
HALLEY WARS

Game Gear ● Taito
£24.99 ● Out Nov

This has to be the star game of the moment on the Game Gear. This is what a shoot-'em-up should be. The scrolling is super smooth and very fast; the game never slows down regardless of how many sprites are onscreen.

The five levels are very different and special tactics will be needed to finish each stage. Awesome weapons can be built up, and boy do you need them as the aliens swarm against you. This game is a real challenge and the perfect addition to any hand-held collection.

If you buy no other blasting game, make sure you have this in your collection. In a few months it will be regarded as a classic. The game is due for official release by the one and only Sega Europe late in November, but you can get it on import now for £24.



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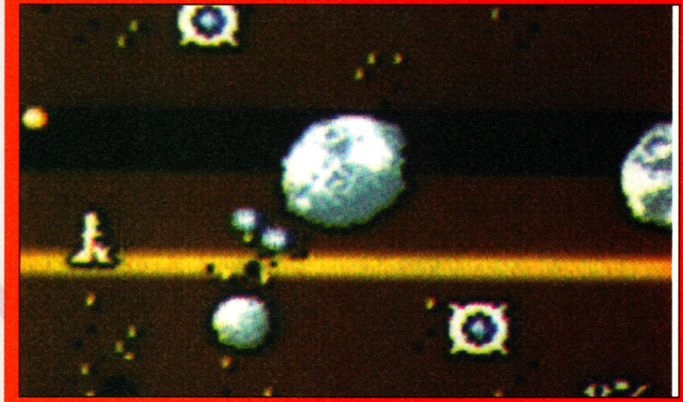


The best Game Gear title yet? If not, it's certainly close. *Hallley Wars* is a perfect example of what a decent hand-held cart should be like. It's immensely playable, the screen doesn't blur and the action comes thick and fast.

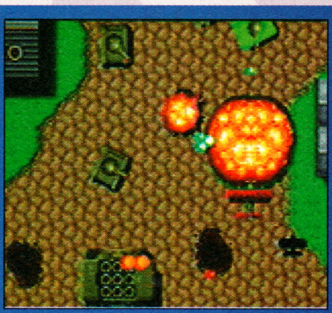
FIRE SHARK

Mega Drive ● Toaplan
£34.99 ● Out Dec

Another vertical blast attack, *Fire Shark* is an old coin-op recently converted. With above average graphics and sound, *Shark* looks and plays well but has limited appeal due to its low difficulty level and too many continues. In short, you will complete it quickly which is a real shame given its many excellent features.

It sports a multitude of original and colourful enemy forces and formidable guardians, and it also has loads of levels spanning land and sea warfare. However, it is far too easy to last, and apart from some truly stupendous super weapons (such as a massive flame attack which covers virtually the whole screen), it isn't worth adding to your collection.

Fire Shark has been out on import for ages, and the official release just shows how quickly shoot-'em-ups become dated. Fans of the coin-op won't be disappointed.



Excellent graphics, fast-paced action and superb sound effects make this a good blaster.

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Every month thousands of unstable readers look to the pages of SegaPro to help them through troubled times. Each issue we will look at a few of the most common complaints and reveal pain-killing solutions. These solutions will, usually, take you through every stage of the game, giving you clues on certain unsavoury characters, their methods of attack and how you can overcome them.

Our resident GPs (gamesplayers, not general practitioners!) will also be looking at specific problems for you, so if you need some help WRITE to us immediately.

ProTips could not be brought to you without the help of the top game surgeons from around the country, so if you have a miracle cure (or even just a neat tip) on any Sega game, please do tell us. For all those that have contributed already, a big thank you!

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Castle Of Illusion 68

CASTLE OF

Yes, it's here. The complete solution to *Castle of Illusion Starring Mickey Mouse* on the Game Gear. These tips were compiled with the much appreciated help of Richard Hughes, Bill Hearn and S Mitchel.

TOYLAND

Collect the power star and jump on the smoke from the train. Climb up the ladder, collect the button and stand on it to get up the ladder to the next level. Go left, up and then walk as far right as possible. When you drop down to the next level you will be standing above a ladder. Jump up and walk right into the hidden room with two treasure chests. Take the first step down and bounce up and down. A treasure chest will appear.

Now go back to the normal screen and go down the slope and jump up to the level on the left. Collect the treasure chest, walk left and jump. Walk left again and take the short cut to the key for the door leading to the guardian.

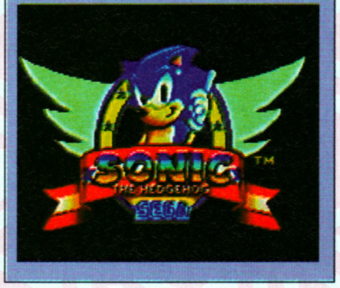
To defeat the Jack-in-the-box, keep to the right-hand side. When it lands, attack it with your bounces and run left and right avoiding the drops of deadly acid. Repeat this till he goes down; it should be four hits.

SONIC THE HEDGEHOG

The telephone has been constantly ringing with people feeding us this old tip that everybody has printed before – and everybody knows.

Here it is again to show that we do know the cheat, we don't want it anymore, and if you don't know what it is, your prayers have been answered.

On the intro screen, when Sonic waggles his finger, press UP, DOWN, LEFT, RIGHT and then hold down A, B, C and press START. You will now be transported to the legendary zone select screen.



ENCHANTED FOREST
(short cut)

Go immediately right and into the lane. Now go left till you find two treasure chests; bounce on the two boulders in the right-hand crevice. As soon as you have bounced a few times, you will drop through to the screen below.

Jump over the cyclone till you trap it in one of the corners of the room. Now jump on it using the old bounce attack till it flashes and changes shape. Move away quickly to avoid its wrath and repeat the sequence. This also takes four hits.

HIDDEN CHESTS GALORE

Go far right as possible above ground. When you see two chests, bounce on them to reveal the points bonus.

Now go down the last ladder on the surface, collect the three chests and then go down, walk right and bounce up and down at the furthest point you can go. A treasure chest will appear, jump on the chest then jump and walk right. You will come across another two chests. Take the first step and then bounce up and down; now hidden chests will appear.

Collect the other chests and jump back up, left and drop onto the chest. If you bounce on top of it when the blue being is below you, you get 2,000 points.

The first level on the bottom has grass on the ground; walk left, stand near the side and bounce up to receive two more chests worth 2000 each.

DESSERT FACTORY

You will drop onto a platform at the very start of this level. Jump right, stand just left of the second lollipop. Bounce up and down and, hey presto!, a hidden chest will appear from nowhere.

Drop down and land on the plat-

The film Fantasia Continued will be released in 1996.

ILLUSION

Starring Mickey Mouse

form above the water, jump right onto the small ledge and bounce up to get the chest. Walk left and jump up onto the blocks with the lollipop on, bounce up and down and take the chest.

To dust the guardian, wait till he punches the wall and dodge the falling blocks. Pick up the one which is different and run up to the chocolate monster with it. When it reappears, the moment it touches the wall, throw the block and pick up another. Keeping grabbing and throwing till the big sucker hits the dirt.

LIBRARY

Get above the cup and sauce, stand right of the ladder, bounce up and down for two chests. To kill the infamous giant book, jump on his letters using the bounce attack and use the letters to get the height so that you can dance on his head. This one takes five hits.

SECRET ROOM

See SEGAPRO#1 Game Gear tips.

HIDDEN ROOM

Climb to the top of the final ladder that leads to the guardian. Press button 2 and down to slide down. When you begin sliding, release the button and press left. When you stop, walk left to a hidden room with two treasure caskets.

CLOCK TOWER

Find the room with a screw and a chest in it, go to the centre and bounce to make two chests appear. Go right, down, and when you come to a ladder, swing on the pendulum. Jump over the clock and screw. You will see a chest, bounce between the clock and chest to reveal two more bonus chests. Go over the second pendulum and stand between the grandfather clock and bounce for two extra chests.

To beat this tough mutha, jump over the cogs on the floor but don't attack them. When the floating head stops, get in a combat position and when it flies towards you, jump on it and bounce attack. Repeat till it dies – it takes five or so hits.

HIDDEN ROOM

Stand on last chest before the boss who is on the left-hand side ledge. Jump up and walk left to find a hidden room. If you bounce you will discover two more chests.

THE CASTLE

Up the first ladder and stand in line with the left side of the window; bounce to reveal a chest. Up the next ladder, stand just left of the ladder and bounce. A chest will magically appear.

After unlocking the first door, go up the ladder, bounce and grab that chestaroony. After completing the level with the water in it, go through a door and enter a screen with three separate blocks in it. Stand under the left edge of the second window and bounce up and down. Crash! Boom!, two chests appear. Go right and up, then left till you arrive at a screen with the next ladder in it. Stand to the right, bounce and receive the chests.

Now for the last bit. Go up and right to grab the chests. Stand on the right chest and bounce to reveal another.

Go up the last ladder (the one with the chest on the left-hand ledge), stand at the top left and bounce to obtain the last chest.

To kill the dragon, run under it after picking up a barrel. When the beast fires down, jump on the platform and throw the barrel at his head. If the screen flashes, you know you're on the right track. This mean dragon takes six hits to kill it so you will have to be incredibly agile.

To kill Mizrabel is no easy task. Do this and you will have now completed this amazing game. Well done!

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We'll read them as fast as possible, but calls have to be charged at 36p/min cheap rate and 48p/min peak rate. Please get the permission of the phone bill payer before you call.

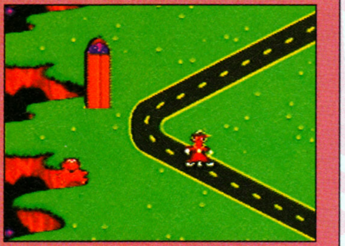
TOEJAM & EARL

MEGA DRIVE

As soon as we got the exclusive review for this wacky alien game, the offices were inundated with mailbags full of tips and comments. We will save the bulk for the bumper Christmas issue, for now here is a tip to take you to level 0 from Tom White, E Totham and Darren Hughes.

Get to level three, collecting as many presents as possible, find the wise man wearing the carrot suit and find out what's in the presents you are carrying. If you have rocket skates, wings or the inner tube, fall back down to level one and open the relevant surprise package.

Head for the bottom-left of the map. You will arrive at an island so fall down the huge hole in the middle to enter dimension X, otherwise known as level 0.



Look out for a full playing guide to ToeJam & Earl in the next issue of SEGAPRO, on sale December 12!

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Fantasia is currently on video release for just 99 days, so snap up a copy soon!

SHINING IN TH

Reviewed last issue, this highly polished RPG proved to be the best so far on the Mega Drive. However, it is not the easiest game in the world – especially if you bought the Japanese version with illegible text.

If you find yourself cornered by huge salivating beasts intent on your dismemberment, try using these tips to help you save the fair princess from death and your father from an uprising.

GENERAL TIPS

First of all, visit the Alchemist. From this pretty vendor you must stock up on herbs to do some serious healing if you get struck down in the dungeon. Also, try to get the best weapon available for the money. If this is not possible, enter the dungeon and get as far as possible, collecting gold and experience points. Then return to the village using the angel feather. This will save your cash which can be used to equip yourself. For example, you get returned to the village with the same gold, EPs and level which means you can use your resources to equip for the next trip.

As you increase in levels with the acquiring of EPs, your level increases the hit points, and attack and defence factors making you extremely tough.

After many journeys into the maze, you will gradually travel up the level ladder becoming more and more powerful. As soon as you have the cash, go for an upgrade. A short sword should be your first step. This inflicts 15-20 points of damage each hit, so most enemies will disappear after one swipe. Larger beings such as the guardian KaiserKrab will cause you major hassles, so build up your reserves before taking him on.

Choose your opponents carefully. During combat you can be attacked by three entirely different creatures. Your decision as to who to slay first is crucial. Say you were ambushed by a Slimy Ooze, a Pitworm and a Darkbat. Instead of just killing the closest foe, you would attack the Darkbat because he is the most dangerous. A Darkbat can inflict six or seven points of damage, the others only one or two.

Chests contain a variety of objects such as herbs, weapons and armour, all should be used sparingly as once used, they do not appear again in the same game. Objects can also be discovered after killing certain monsters. Once dispatched, the object is revealed. These can be sold for more money.

Keep entering the Tavern for other characters to converse with and subsequently collect more information. The shop keepers will occasionally have special deals in stock so it is worth asking every now and again.

TRIAL OF THE ANCIENTS

Some of you may be wandering how to get your two companions, and how to progress to the later levels. Here is the definitive guide to reaching the tasks of the Ancients.

Keep returning to the dungeon and building up your cash till you have leather armour, a sword (not short), a leather shield and plenty of hit points. Now get through to the KaiserKrab and kill him (he has about 30-40 HP).

You will now get the Royal Tiara. Use an angel feather to leave the dungeon and go to the palace. If you remember, at the beginning of your quest the King said he wanted evidence of his daughter's imprisonment. Now you have the tiara, he is convinced and tells you to get a party. He also gives you another 200

SHINING IN THE DARKNESS MONSTERS

LEVEL ONE

(in order of frustration)

Slimy Ooze
These green blobs are the weakest of the level one minions. They only inflict one hit point damage on each strike and they often miss.

Cave Slug
Only marginally harder to defeat than the Ooze.

Pitworms
Vicious bite but relatively easy to defeat. They often horde objects.

Man-Apes
Neanderthal cave men can be a pain with those clubs of theirs. But they are real cowards, so prove your strength with an awesome blow and they may flee in favour of self preservation.

Dark Jelly
Tough and dangerous. With a strong sword, one hit will be enough. Try to run away if faced with a multitude, especially if you're poorly equipped.

DarkBat
Flying enemies are always the worst because they can avoid your hacks with relative ease. The bats also can cause you up to five points of damage in one attack.

Killer Bee
This beast can seriously hurt your party. Not only does it attack with claws and teeth, but it occasionally uses its tail to sting you. Once stung, you are poisoned and need the depoison herb to stop your HP going down rapidly. If you do not have this herb in your back pack, then you may not get out in time.

KaiserKrab
Rough, tough and dangerous to know. You don't mess with this sucker unless you have an iron ass. It takes 30-40 HPs per hit.

DECAPATTACK

Although many people have phoned in with this tip, only one has put it to paper. Thank you Chris Green from Walton-on-Thames for this handy tip for extra energy which also worked on Magical Hat.

Find a spring pole and jump above it using your hover to get right on the top. Land on it and swing so that it bends in half. For every red circle that turns white, half a heart will be replenished.

WONDER BOY III

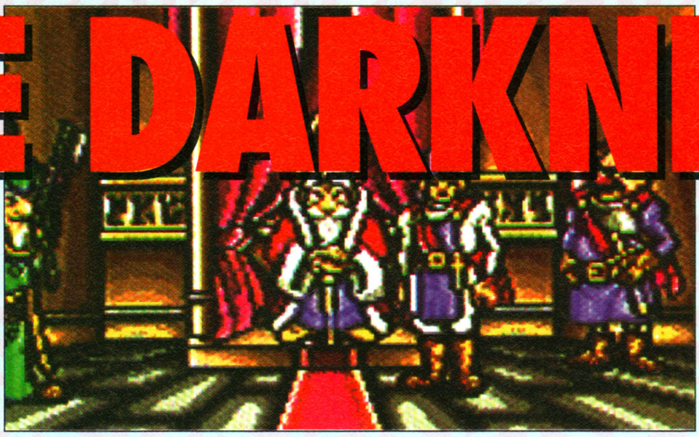
Absolutely loads of you sent in codes for *WBIII* so thanks go to Benjamin Wood from Derby and Glyn Rhodes from Prestatyn among others.

Lizard Man	LIZC D6W EN7B PA9
	AC3E 3L4 0843 T1V
	YF3V 1E0 C876 M8Y
	YF3V 59L C87A MA7
	2CKF 7KL 880P H26
Mouse Man	FWOD F2W AYEK 6C2
	YF3V 58L CG7A 6CU
	L124 C10 ER4V WF2
	L124 C10 ERLJ 4EY
	L124 5E0 CRVE YF2
Piranha Man	E2OX D2W B6EK 73U
	L124 C70 ERWJ D1J
	9WF5 NJW ATJN F1N
	8CF5 PLC AU2P P1L
	7LT7 L44 92JV BAX
Lion Man	THC3 YTW DE4U R5H
	7LTP L04 92UN 4E7
	CO4X 52W BBPA N4N
	THC3 YTW DE57 G72
	KZGW PH4 FE7F W4Y
Hawk Man	9GC5 YHX XYAV TTJ
	E2OX DAL BEEJ HRV
	MJWH WC1 TY3B MJK
	3ZGU PXM ZY7B KTX

If you enter all blanks as the code you will begin the game with all the weapons.

Thanks for the anchored picture box, Gordo!

E DARKNESS



gold pieces to equip them with. Pay attention to the new character in the palace who will give you vital information.

Go to the Tavern and find Pyra arguing with the landlord. After a spirited fight she joins you. Now you have to find Milo.

Outside the Tavern, Pyra has another fight with a mercenary hired to find the princess. This is a warning to look out for these bloodthirsty fellows later on in your travels. Milo can be found in the Shrine.

Equip both characters as best you can using the 200 gold pieces and any money you have left over. Now go back to the King and the minister will give you the Dwarf key to enter the trial of the Ancients.

The bronze door is the first one you come across as you explore the dungeon. The directions are right, left, right, right, right, then use the Dwarf key to go through the doors. Inside this section are three chests in separate chambers a herbs, depoison and wisdom seed. Further on is a staircase which leads to the Cave of Strength, it is the first task.

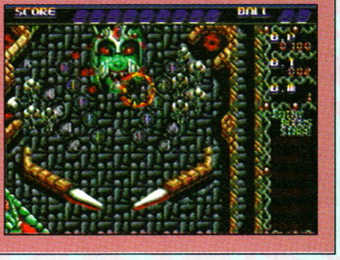
With all three characters, it's time for some carnage. The best fighting techniques involve leaving Pyra to cast spells rather than fight. As she and Milo go up in levels, they will receive more powerful spells. They are unlimited as long as you have the MPs to cope. Spending a night at the tavern will replenish all HP and MP.

DEVIL CRASH

Okay, so we only just reviewed it this issue, but we're not giving the whole game away, just a little helping hand. If you want some really juicy cheats, you will have to wait till SegaPro#3.

Enter password DEVIL CRASH for seven balls and 390,000 points.

Enter password TECHNOSOFT for ten balls and two million points.



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WHOLESALE/EXPORT WELCOME

MASTER SYSTEM

R-TYPE

On the restart countdown at the end of the game, rotate the control pad clockwise for up to 12 credits.

WONDER BOY III

You have Daniel Coates in London to thank for this tipette for the third in the Wonder Boy series, The Dragon Trap.Enter the password WE5T ONE 0000 000 and you will have 983,040 gold pieces. (The old ones are the best.)To receive all the weapons, go to the door under the tower and enter it. Fall down the hole, and on the left is another door. Jump above the door and you will be transported to a hidden room laden with many weapons.Also, here is a very useful code from William Muir: 9GC5 YHX XY4V T1H, which should give you all the legendary weapons.

POWER STRIKE

Unfortunately, there was no name or address accompanying the following tips, so many thanks to whoever you are. On the title screen, push down, right, down, down, left, right, up, right and button i twice to start the game with ten lives.

VIGILANTE

To enter the stage select, press up, left and button i on the title screen.

SHINOBI

Does anyone still play this venerable old timer? Obviously Paul Barnes of Lincoln does, he sent in this cheat for the level select. Press down and button ii. This all sounds a bit too easy.

DOUBLE DRAGON

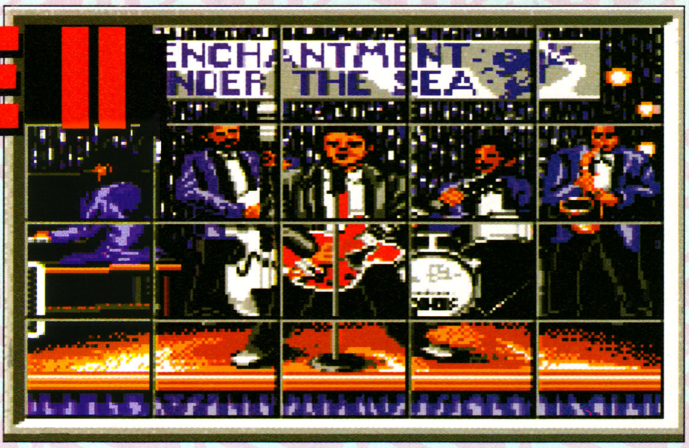
Paul Kirton's letter finished with the conclusion "Your mag is brill!!" so we just had to include some of his tips for this popular coin-op conversion. The first three levels have infinite continues so they are very easy to complete, but to get the same on later levels, simply jump up and down about 30 times at the start of a level for endless carnage.

A B C D E F G
P.P
LIFE
B

CYBORG HUNTER

This tip from Gavin Brookes from Sutton-in-Ashfield will make your day. Find a power-up on one level, then go in a lift and return to that level for another power-up. You can cheat this way as many times as you wish.

BACK TO THE FUTURE II



MASTER SYSTEM

These tips are straight from the horse's mouth. Marty McFly himself popped into Imageworks to drop off these helpful hints and tricky tips on his second adventure.

There are five missions to this game, but you only really need to worry about three of them. Levels two and four are puzzle sequences which are useful for getting hold of some extra points and energy, but you can continue the game without necessarily completing them.

Missions 1 and 5

(To the town hall and then to rescue the almanac.)

On the first mission, Marty must jump on his hoverboard and make his way through seven streets to get to the town hall, in order to get Griff (Biff's grandson) arrested. On the last mission it's back on the hoverboard, but this time to rescue the almanac from the clutches of Biff.

In both missions there are loads of bonus objects to collect that revive your energy. On the final level it gets even tougher as there are even more baddies and bollards in your way.

- Keep to a set place on the screen. On each street there are places to skate where Marty will automatically miss most of the obstacles and members of Griff's gang. Move from these spots only when absolutely necessary, then return as soon as you can. When travelling on street one or five stay in the bottom right-hand corner of the screen. On street five, there will be one manhole that will get in your path. Apart from it, this technique will work fine.

- When on street two, four or six (vertically scrolling from bottom to top) wait in the bottom right-hand corner of the screen, on the pavement. Your only worry here is that you have to hold back every time you reach a road, unless of course you want to be squashed by a car.

- Enemy skaters are best avoided, but some just won't go away. Griff will appear with a baseball bat and will chase you around the screen, gradually wearing away your energy reserves till you die, so hit him back! The trick here is to move Marty in little circles around Griff. This way you avoid most of his swings, and can easily time your punch. Hit Griff as you pass behind him, still making tight circles around him.
- If you've chosen to ignore the third tip, no problem. Just be warned that some power-up icons will lure you into danger. The mystery icons often start drifting around the road, and can even lead you up the wrong street! You will be able to grab the icon, but you may find you can't get back on the road.

Mission 2

(Get Jennifer out of the house!)

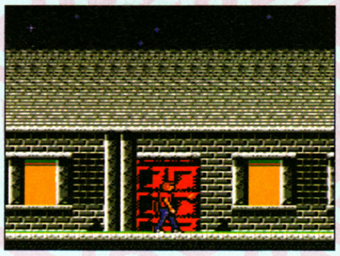
Tricky this. You are only granted a bonus if you finish the level within a certain time limit. But there's one obvious cheat and that's to use the pause button. The trouble is, the programmers have thought of this so they remove the figures from the screen when you hit the pause button. So sketch a diagram and shuffle some coins about. Dedication, that's what makes a winner.

Generally, just make sure that you think ahead. If a door is open then the people will always walk through it. So make like a chess player and use those brain cells.

Mission 3

(Find the DeLorean.)

Now for a teeny bit of beat-'em-up action as Marty must fight his way to find the DeLorean. The action scrolls from left to right as Marty must punch and kick his way through Biff's henchmen. The whole sequence doesn't last very long so you should have no problems.



- By far the best means of attack is to crouch and kick.
- Don't attack the motorbikes or boulders, just jump over them!
- The instruction book mentions different weapons and tactics. Forget it, you don't need them. Just keep walking and kicking.

Mission 4

(Getting the band back together.)

Again you're up against a time limit so use the pause button to stop and have a good think now and again.

The best method of completing the puzzle is to start in the top left-hand corner and then complete the picture in horizontal rows. This way, the area of picture left to be unscrambled is kept together and reorganisation can continue without disrupting the pieces of puzzle already in their correct place. After a couple of attempts, you can develop your own method.

If today was tomorrow then what you did yesterday would be two days old.

XENON II

MASTER SYSTEM

There are six stages to the game, each of the three levels having two sections. At the end of stage three, Crispin will say "Well that's it viewers, how was it for you?" and you're returned to the beginning of the game. But how exactly do you get to the end of Xenon II?

Imagework's shoot-'em-up has claimed the scalp of many seasoned arcade veterans, but with a few tasty pieces of inside information, you should find yourself able to manage a whole lot better.

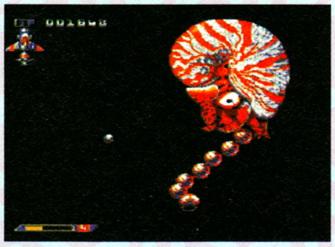
THE GUARDIANS

No matter what power-ups you may have collected, these guys can only be hurt with your main front-firing gun or laser. So unfortunately your side shots or launchers are of no use to you. In order to beat them, you'll have to risk all and actually get directly below them.

The Nautilus Fish

Halfway through each level you will have to take on the giant prawn monster. He is protected by a tentacle that hangs below which fires shots at your ship and tries to thrash it. The tentacle can't be shot away so the best tactic is to avoid it. Wait at the top-right corner of the screen. You're safe there as his shots will pass straight through you.

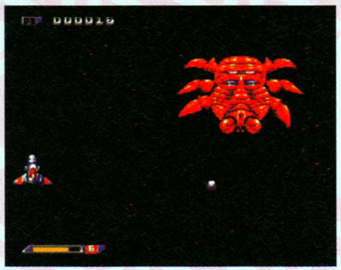
Wait till the tentacle is fully extended as far right as it will go. Now is the time to duck back underneath the prawn and shoot him in the eye. He will flash right indicating that he has taken a hit, but you must keep firing till the tentacle loops around and starts blocking your shots again. Return to your hiding place in the corner, dodge the enemy bullets, then repeat the process.



If you can buy the laser weapon, you don't have to worry about the tentacles as the laser bolts are powerful enough to pass straight through and hit the prawn. So save that cash and equip yourself with a laser!

The Crab

At the end of each stage, you're faced with the guardian. This beastie doesn't have any protection, but he does have the annoying habit of swooping down and squashing any unwary spacecraft. He's also clever when it comes to firing shots as he guesses where you're going to be in advance.



The trick here is to keep moving in a horse-shoe shape ranging from the top-right to the top-left of the screen. Pause only to hit the baddie with a few bolts when you're directly underneath him. Once again, his face is his weak spot and he'll flash white when your hits are successful.

The Shop

After battling the bosses you get a chance to talk to Crispin and stock up your spaceship. Always check how much Crispin will buy things for because sometimes you can actually make a profit! As a general rule, don't bother selling anything. The objects you pick up are all useful and you should only buy what you're going to need anyway.

Essentials

- Your first priority should always be to replenish your energy, so buy those hearts. There are occasions, though, when hearts appear automatically soon into the next level, so check with the guide as to when buying energy is a waste of money.
- Sideshot is the only way you're going to survive the swarms ahead of you.
- Cannons are cool. They blast those aliens that survive the sideshot and leave your main blaster free for dealing with the enemies head-on. You're given one automatically towards the end of the stage so don't buy two beforehand.
- Double shot doubles your forward firepower better than an ordinary power-up would.
- Lasers are the business when it comes to dealing with the bosses but they really don't help you very much as far as fighting through the levels are concerned.

STAGE BY STAGE

Shooting aliens earns you cash so get blasting! But don't take a wrong turn in the scenery when hot on the chase. The following guides list the obstacles and power-ups in the order you'll encounter them.

Stage One

Free speed-up, speed-up, power-up, rear shot.

When you come to a choice of direction, turn left (stay in the centre of the screen to take out the baddies from the front and the back). Free smart bomb.

On the next choice of direction turn right, you'll find the going easier. You then meet Nautilus the Prawn Monster and enter Crispin's shop.

Next section gives you a free big heart. When faced with three routes, take the middle. As long as you have the side-shot you'll be safe. Free cannon (very useful!), crab monster, Crispin's shop.

Stage Two

Two free big hearts, smart bomb, free big heart, Nautilus the Prawn Monster, then Crispin's shop

On the first choice of direction, turn left. Next choice, turn right. Next choice, move from the left lane into the centre. Go backwards till you can move right. Free big heart, smart bomb. Take the left channel then, at the next choice of routes, head for the middle. Free big heart and a crab monster! Finally, into Crispin's shop.

Stage Three

Free smart bomb and big heart. When the walls are clear, keep swinging left and right for 100% alien destruction. Now for Nautilus the Prawn Monster and Crispin's shop.

On the next bit you get two free big hearts, then another before the crab monster. By this time you should have a laser so you'll have no problems. Enter Crispin's shop and it's finito, muchacho. Back to the beginning to whip their asses once more. But remember, things may not be as easy second time around!

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EA HOCKEY

Losing all your fights? Getting the ice kicked in your face? Try this tip from Peter Kouwenberg in St Albans.

If you have a space behind you and the opposition hasn't started his fighting, punch, pull back, wait for an opening and push forward while punching as soon as he's in range. Then pull back to avoid his wrath. Keep doing this and build up a rhythm till you deck the other guy.

THUNDERFORCE III

A hugely popular game which has sparked off a great deal of tips (hence our ease at completing it for the Game Over page this issue). The most common was for the full complement of weapons. This usually works, so just keep trying to enter it throughout the game.

Pause the game and press UP ten times, then press DOWN, B, DOWN, B, DOWN, B, and B again to get full weapons and a to get the claw.

To get the hidden options screen press a and start on the title screen.

JAMES POND

The original Pond adventure had very dodgy graphics and sprite collision but appealed to many a fishy explorer. But with James Pond II: *RoboCod* out next month this game pales into insignificance. For those of you who wish to complete this and move on to the sequel, here is a way to open all the exits for all to see.

On the title screen press C, LEFT and hit START. Then in the game, press A, B, C and rotate the joypad at the same time. The doors will now instantly open.

PGA TOUR GOLF

This cheat sent in by Mark Cotterill of Nottingham should help all you golfers.

Enter the tournament in difficult mode, tee off and then save the file. Then go to the practice stage and select the Amateur setting. If you begin then restore your previous game, you can go through the tournament on the easy level and win every time. Seve's got nothing on SEGAPRO.

HELLFIRE

This cheat for the cult blasting game *Hellfire* was sent in by R Phillips of Liverpool. Select the hard level from the options screen then go to the sound select. Listen to any tune for over a minute and the game automatically starts. It should say "Yea right" where it would normally say the difficulty level. You will hopefully now have 99 continues to prolong the alien scum's agony.

ROAD RASH

An all-time SEGAPRO favourite, *Road Rash* featured colourful fast moving graphics with frenetic bloodthirsty action. These tips are from Alastair Hedge in Kings Lynn, Norfolk.

If you're left lying on the road side with a wrecked machine and mounting debts, try this code to give you loads of money and the top bike, the Diablo. But, hey, watch those corners and don't get wasted.

21111 05VT0 Level four, $3,910 , Diablo 1000 , Credit $15,610

102HF 47132 You also have one second and four firsts to your credit.

If you finish one more race, you will kiss Natasha on your bike and be transported to level five where the competition gets even tougher.

THE IMMORTAL

The Pros worked endlessly, day and night for weeks, to bring you the later level codes for *The Immortal*. The final level code will be printed, along with a playing guide, next issue. Don't miss it, ProWizards.

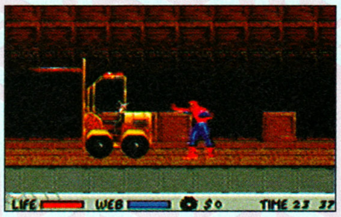
Level 5: **D4BFD41000EB0** (Shrinking level)
Level 6: **BCFEF51010A41** (Spider level)
Level 7: **6B10F61010ACL** (Norlac level)

SPIDER-MAN

These game-beating tips were brought to you all the way from Killian Donnelly in Belfast. Cheers to you, young fellow, now go clean that sticky mess off your hands.

LEVEL ONE

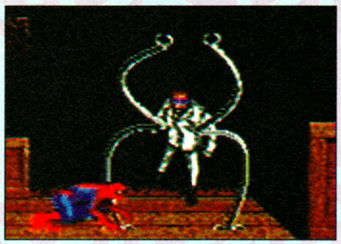
This level is really easy. For a start, kick the muggers into oblivion and save Aunt Mae. Now climb to the top right of the newspaper offices to enter the second half of the stage. Use low or flying kicks on all the guards as this does the most damage.



The fork lift is dealt with by continually leaping over the forks and turning to web the cab driver. Keep doing this till he is trapped but watch out for the mechanical prongs.

Destroying the Doc

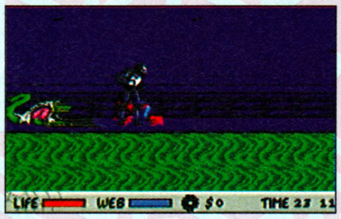
It's dead easy to defeat Doc Octopus. If you can't dust this multi-limbed sucker, then you shouldn't be wearing a spandex costume. Crawl along the floor because the Doc cannot touch you with his tentacles, then invoke your shield. When you are armoured up, attack him with either three flying kicks or a series of punches.



LEVEL TWO

This is where cowardice is the better part of valour. Try to avoid everything that Lizardy sends at you, particularly the smaller lizard men who will seriously sap your energy.

Venom normally turns up here so get a good hit in before he disappears.



Lasooing the Lizard

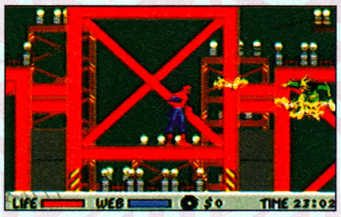
To kill the Lizard Man, crouch down and face him. When he approaches, get up and walk away before crouching again. Now quickly web him. Keep doing this till he is encased in webbing.

LEVEL THREE

The lightning creatures are a bit of a pain but they can be dispatched with a couple of kicks. The rest of this level is rudimentary.

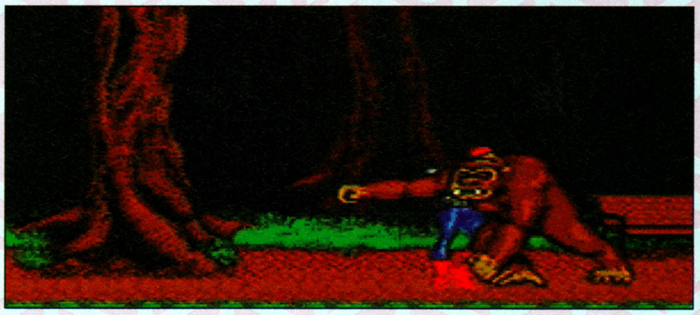
Electrifying Electro

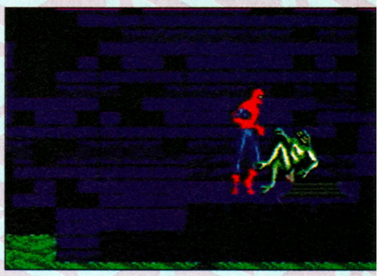
Swing up to the first platform and shoot loads of webs. Electro will climb up and keep getting hit. They must breed their mutants especially stupid in this game because he will persist till he has been captured.



LEVEL FOUR

Stick to the floors to kill the snails. When the gorilla appears, crouch down till he punches at you then web him. Keep doing this, but if he jumps past you, crawl underneath him and repeat till he hits the dirt.





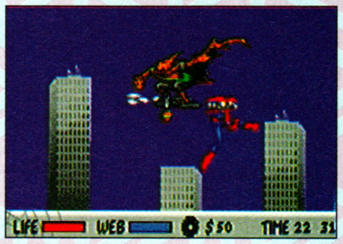
Soaking the Sandman

Walk past the sandpit to provoke the sandy man and swing back past the trees. You do not have to kill the guys in the trees so this saves a bit of time. Make your way back to the hydrant and await the Sandman's entrance. As soon as he arrives, attack the hydrant and dissolve the sandman.

LEVEL FIVE

Take J Jonah Jameson's picture and then stick to the centre of the buildings; the pavements and roads are extremely hazardous. Get the spider-head token from the summit of the fire escape to get full energy then fall down to take on the biker.

Keep jumping over him and webbing in much the same way as the fork lift and you will easily defeat him.



Knobling the Hobgoblin

The Hobgoblin is at the top of the next building. Stand as far away as possible and fire up at him. Keeping moving and aiming your web and you should eventually get him. One tip is to diagonally jump over him and he will fall off.

Venom appears after this. To stand a chance you must get into a rhythm of shooting him, then he jumps over you, then you shoot him again. Et voila. Fin.

Peter Parker was the first journalist to truly have spidery writing.

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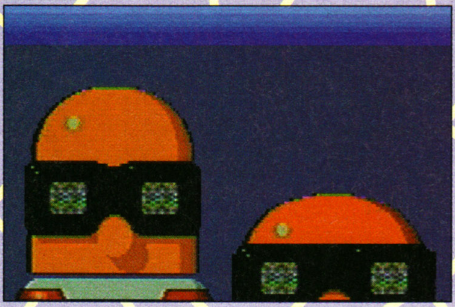

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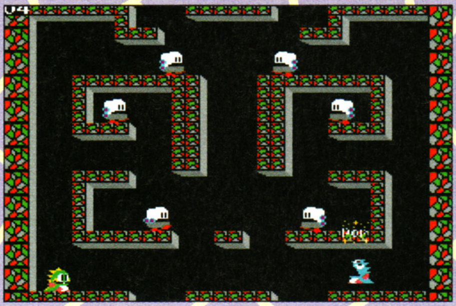

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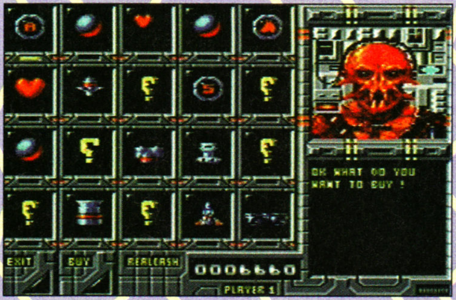
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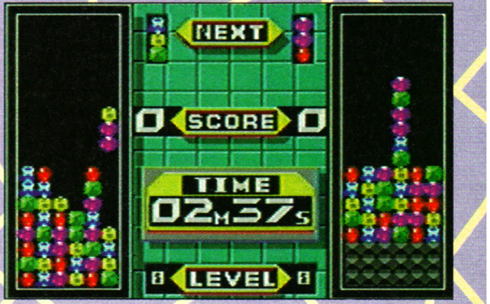
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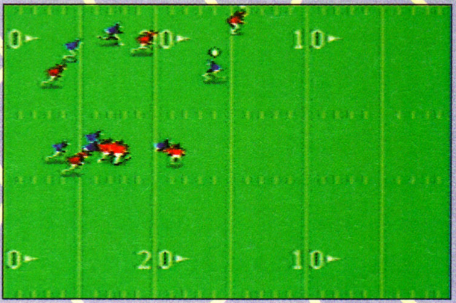
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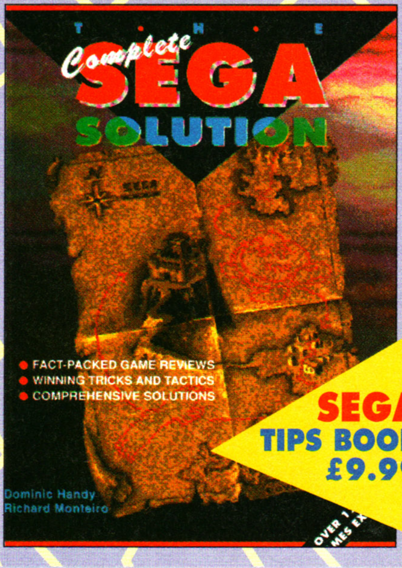
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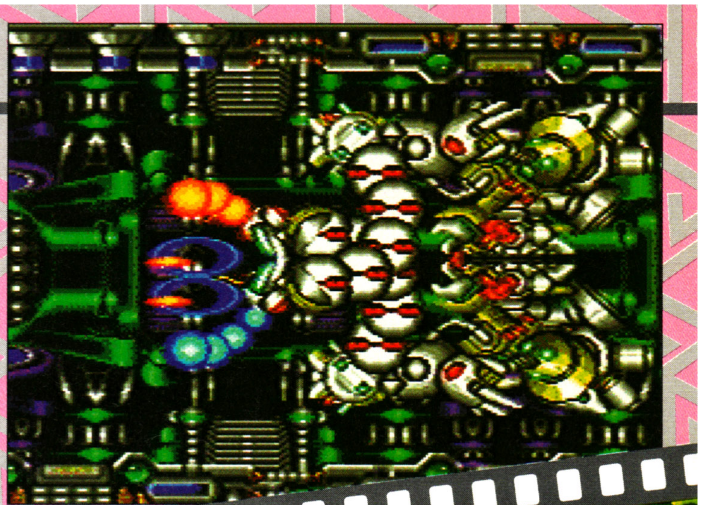

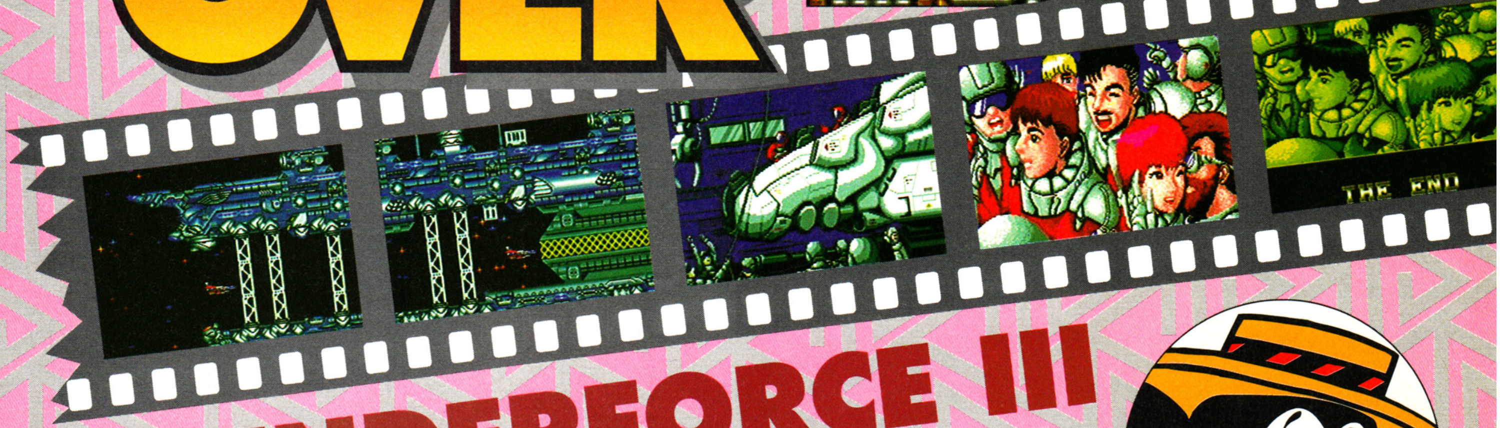

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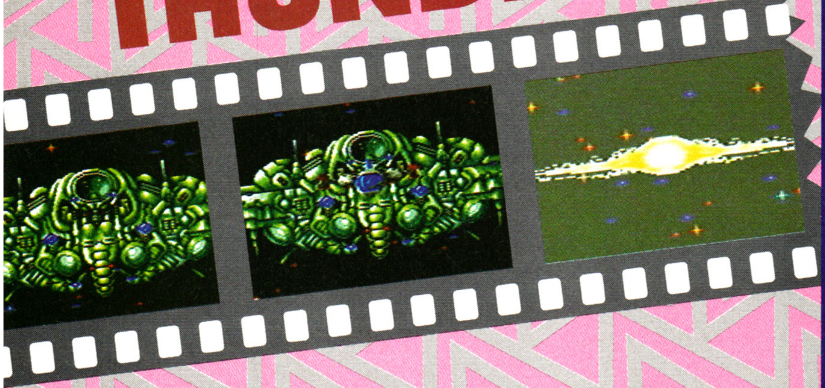


We've had an unbelievable response to last month's Game Over section. Only two people (out of over a hundred who wrote to Game Over) whinged that the section was a bad idea. The main objection was that we were spoiling the games for people – rubbish! We're not telling you how to complete the games, the idea is to show what awaits you if you persevere long enough. Most games are too frustrating for the average player, so hopefully Game Over will give you an incentive to play that bit further.

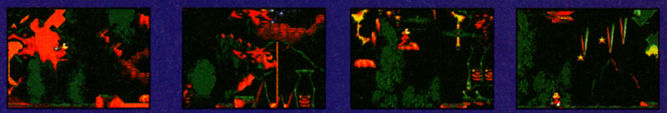
And remember, we're only printing static shots. Most games have long animated sequences and congratulatory tunes, so Game Over only reveals a small part of your reward. Also, as *Fantasia* this month shows, some games just aren't worth completing!

We admit that last month's *Streets of Rage* was a bit easy to complete, so this month the SegaPros have attacked two toughies, *ThunderForce III* and *Fantasia*.

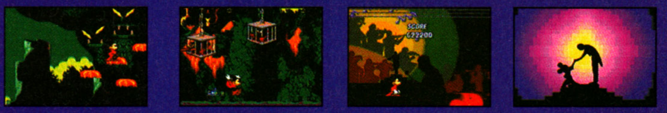
ThunderForce III is one of the greatest, and most challenging shoot-'em-ups around. The complexity of the backgrounds and large ensemble of music makes it the ultimate in action. The ending sequence last for a good five minutes and is well worth getting to.

When you complete a mega challenging cart like *Fantasia*, the least you expect is a few screens and a congratulatory tune. But *Fantasia* has to be the biggest disappointment of the year. We spent hours trying find all the notes to the Master's tune, and when we finally did the resounding opinion was that it was definitely not worth the bother.

To save you hours of sweat and pain, here's what happens. After finally collecting all the notes – which involves much backtracking on the final level – the screen blanks outs and then fades in with a single screen of the Sorcerer congratulating Mickey with a handshake. That's it. Nothing else. No great animation sequence from the masters of the art, Disney, just a single, colourless screen. What a major letdown. Do yourself a favour... spare yourself the labour.



FANTASIA



Have you completed any Sega games? Or are there any that you would like to see completed? If you can think of any game that you would like to see the finishing screens of then drop us a line detailing the game and machine, and we'll see what we can do. If, on the other hand, you have finished any games and reckon that you could repeat the performance under laboratory conditions in the SegaPro office then let us know. Who knows, it could be you filling the pages of Game Over next month.

Write to Game Over, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.

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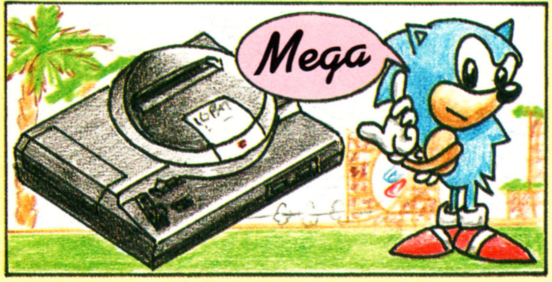

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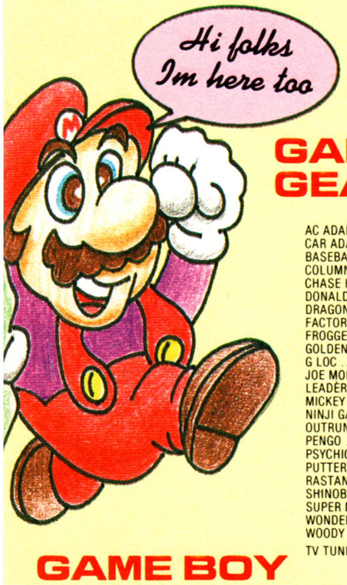
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